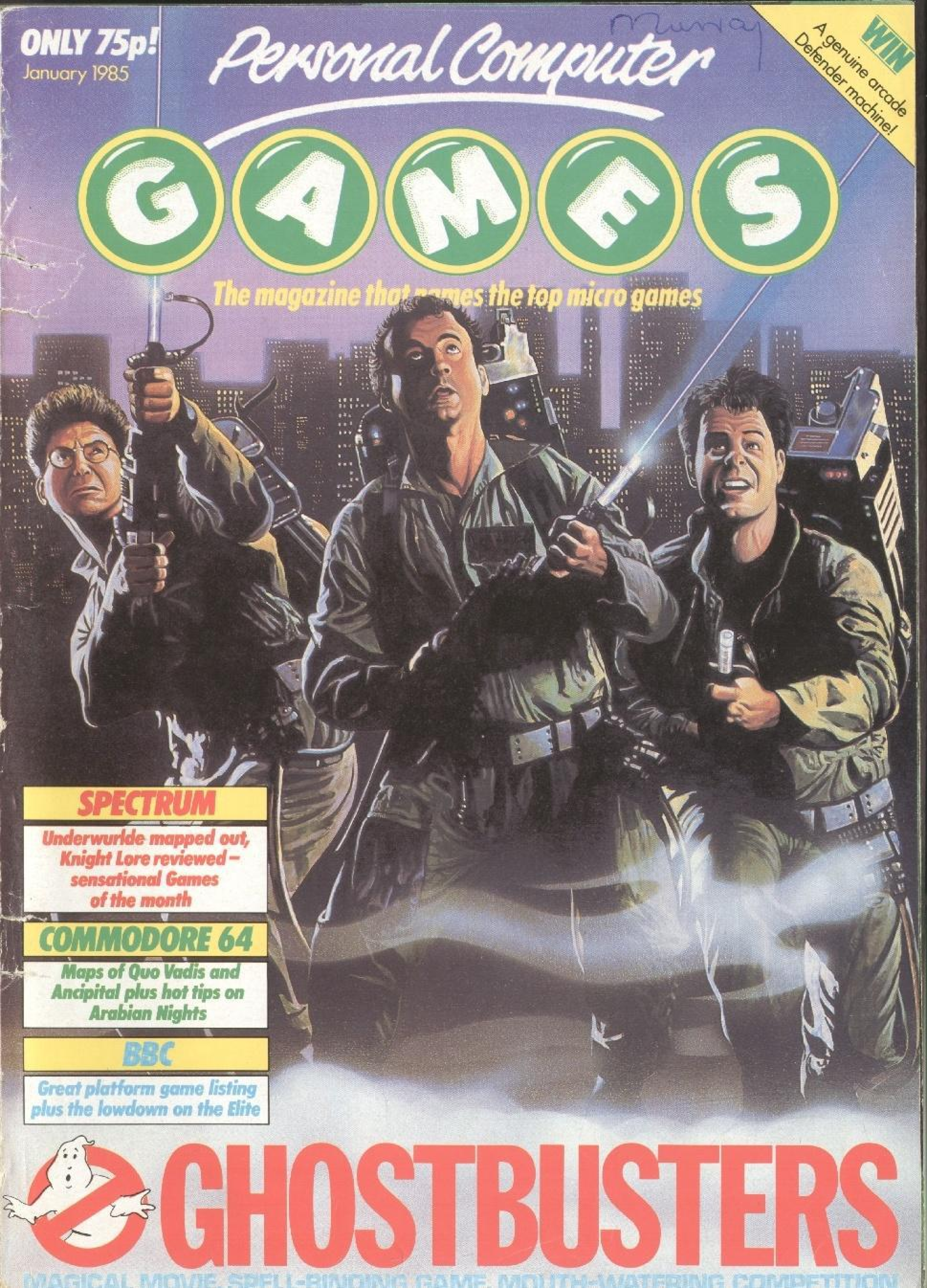

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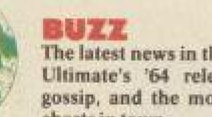
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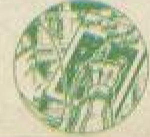






























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mes show no mercy.

Acornsoft have now unleashed eight more merciless games onto unsuspecting BBC micro owners.

Ranging from 'Gateway to Karos', where putting a foot wrong could mean instant death. To the relentless antics of Drogna which could have you dying with laughter.

Gateway to Karos.

An adventure game in which you'll need all your patience and ingenuity just to stay alive. Your objective is to find the Talisman of Khoronz but, whichever path you choose, you'll be beset by treachery. Serpents lie in wait and magical phenomenona are in abundance. Should you find the Talisman, you've still to find your way back.

Labyrinth

A superb real-time game with fast 3D graphics. As you guide Mork through the Labyrinth, he'll have to eat fruit to keep going. Crush the Tiger-Moths, shoot the Flitterbugs, dodge the Threshers and find the Magic Crystals which lead to new and more challenging levels of the Labyrinth.

Tetrapod.

You're in an arena littered with dormant lizards, killer bees and other hostile creatures with whom you'll have to do battle to survive. But beware of your own laser bullets, as they bounce off the arena walls.

Drogna.

A game for two people – preferably with devious minds. There are two vaults containing diamonds and your job is to collect and transfer them to your home base. While your opponent is out collecting you could sneak in and steal his loot... but keep an eye out for him doing the same to you.

Crazy Tracer.

An arcade style game where you're in charge of a paint roller. Guide your roller around a maze of rectangles while evading monsters who are committed to destroying it. Gain extra rollers and bonus points by painting different objects. But you'll have to avoid running out of paint.

Volcano.

Mount Crona has erupted after 150 years of silence. And your mission as an Emergency Rescue Helicopter Pilot is to save sightseers stranded on the slopes. Time is of the essence as the lava approaches the sightseers. But you'll have to take time to evade – or shoot – the boulders being hurled from the volcano.

Carousel.

A re-creation of the fairground shooting gallery – with a difference. Shoot down all the ducks, owls and rabbits before you run out of ammunition. Watch out for the low-flying ducks. If you fail to shoot these, they'll steal your bullets and reduce your chances of success.

Meteor Mission.

On an alien planet are six stranded astronauts. Launch your capsule from the Mothership and by avoiding – or shooting – meteors and alien craft, pick up the astronauts one at a time and return them to the Mothership.

All games – with the exception of Gateway to Karos which is currently only available on cassette – can be bought direct in either cassette or disc form. You will find all these programs at your local Acorn stockist. To find out where they are, or to order by credit card, simply ring 0933 79300 during office hours.

Alternatively, you can order the games by sending off the coupon below to: Acornsoft, c/o Vector Marketing, London Road, Wellingborough, Northants NN8 2RL. Please allow 28 days for delivery.

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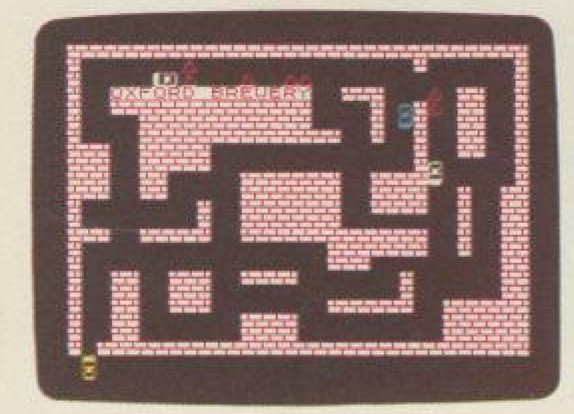

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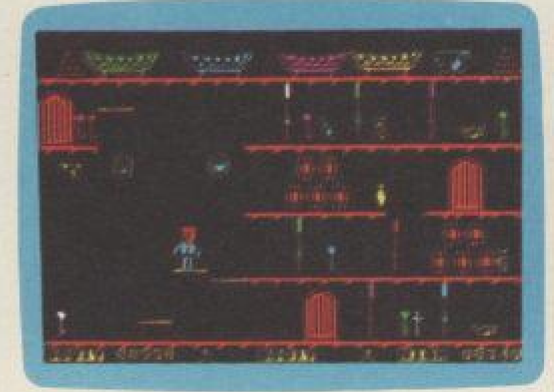
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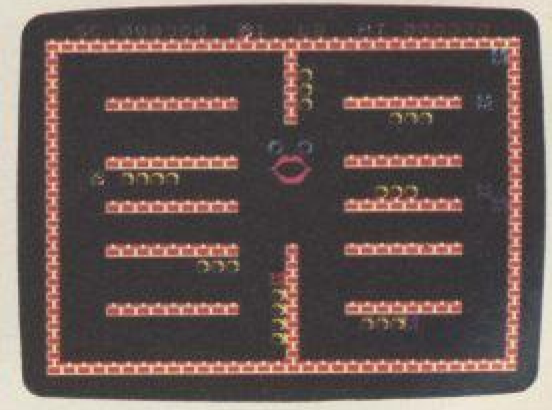
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Here's a sneak look at three of the NEW games:







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RUN BABY RUN is a demanding cop chase around five derelict locations. You, the getaway driver must dispose of six pursuing police cars and elude the seventh car's fire power to make good your escape. It's not as easy as it sounds…

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Well shiver me timbers and splice the mainbrace and pass the grog, me hearties. Here be the greatest pirate adventure of them all, aboard that scourge of the Seven Seas – the dreaded Black Galleon. Feast yer eyes on the BOOTY-ful treasure stored in 20 holds. There be pirates, parrots and fun galore. If you don't like it, matey, we'll hang you by the highest yard-arm!!!

CRAZY CAVERNS

Ten Crazy Caverns, ten hungry mouths to feed. Line up the Crunchy Cubes and cannon them into the Craving Craw. Watch out for the Crazy Crashers coming to convert your little Cubey Crammer into a Crushed Crisp. It's a cracker!

Look out for these games in the FIREBIRD silver range at selected high street stores.

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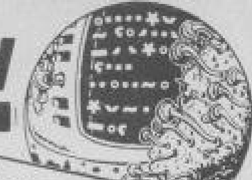
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PSSST! COMPETITION EXTRA

So ... you think you can find your way round a map, do you? You'd like to win a new game from The Edge, would you? It's easy, my friend, it's easy. Just look at our glorious map of The Edge's *Quo Vadis* printed in this issue (pp140-1). Now, find the quickest way of exploring the entire game-playing area and you could win your pick of the four games so far released by The Edge.

The rules are simple. You must plan a route which begins AND ends at the position marked 'Start' at the top of the map. To cover the entire playing area, you simply have to ensure that you have passed through each double door on the map at least once. When you have worked out what you think is the shortest route, count the number of occasions on which you pass through a double door.

To enter, just send us – on a postcard (or write on the back of an envelope) – the following information.

1. Your name and address.
2. The number of double doors you passed through..
3. Which ONE of the following four games from The Edge you'd like to win:

★ *Quo Vadis* (Commodore 64 – PCG Game of the Month, September)
★ *Psytraxx* (Spectrum 48K – PCG Hit November)
★ *Fire Quest* (Commodore 64 – reviewed this issue)
★ *Star Bike* (Spectrum 48K – reviewed last issue).

Post your entry to: **Quo Vadis Competition, Personal Computer Games, 62 Oxford Street, London W1A 2HG.** The closing date is January 21st. The first 50 correct answers drawn out of a hat after that date will win the games.

Dear Readers,

I was APPALLED to discover, on my return from a month-long holiday on the beaches of Hawaii, that the PCG minions had been WHINGEING in public last month about the hard time they'd been having in my absence.

I can see I've been too SOFT on them. From my chair I can see the White Wizard hunched over his crystal orb monitor, playing adventure games hour after hour, whinnying in sickening delight each time he solves a problem. He does it all day, EVERY day. It's got to stop.

And the Chamber Master – you wouldn't credit it! He's become so JEALOUS of the high scores people keep sending him he spends office hours clawing at a joystick, his face twisted into a hideous snarl, in a desperate (but doomed) bid to prove he's still a competent games-player.

Then there's young Miss Hemens. REFUSES to do anything on the grounds that she has too many letters to answer from PCG readers. RIDICULOUS. There are never more than three sacks a day.

There was only one thing for it, readers. Increase their workload. This month I've introduced more pages than ever before. More Tricks 'n' Tactics, more Adventureworld, more competitions, more Arcade Angle. There are even two games of the month. HA! That showed them. They've really had to WORK for once in their lives.

Read the issue. You'll see what I mean.

Chris Anderson

Fall Guy let-down

If you're on the lookout for the *Fall Guy* competition we mentioned last month, don't bother. Sadly, our plans to offer the prize of a ride on the back of a stunt bike have had to be dropped. The story goes like this:

● Elite, makers of *Fall Guy*, contact us with offer of great competition in return for prominent coverage of the game.

● We say it depends on the program's quality. We don't want to promote duff goods.

● Elite's PR man, Steve Wilcox, arrives at PCG office with early copy of *Fall Guy*.

It has a great opening screen. Wilcox says there will be 10 screens in the final version, including some with platform action to add variety to the game.

● We agree that the game as described could be a basis for a major competition and plan appropriate front cover illustration.

● Two weeks later the final copy of *Fall Guy* arrives. Shock! Horror! Only six screens, all very similar – no platform action at all. 'Oh yeah,' says Wilcox, 'sorry, we didn't have time to put in those other screens.'

● PCG Ed, feeling badly misled, decides the game isn't good enough to justify a front cover. He tells Wilcox.

● Elite pull out of competition.

Cheer up, competition lovers. The *Ghostbusters* contest which we've brought in instead is a lot better.

Santa on the '64

Gremlins crept into December's listing for the Commodore 64, blotting out parts of the DATA lines. We've reprinted the offending section below. Sorry for any trouble caused.

```
1000DATA162, 0, 189, 65, 3, 133, 250, 189
1001 DATA66, 3, 133, 251, 165, 251, 201, 4
1002 DATA144, 48, 201, 6, 176, 44, 76, 89
1003 DATA192, 234, 145, 250, 189, 65, 3, 24
1004 DATA105, 40, 157, 65, 3, 189, 66, 3
1005 DATA105, 0, 157, 66, 3, 189, 65, 3
1006 DATA133, 250, 189, 66, 3, 76, 102, 192
1007 DATA234, 145, 250, 232, 232, 224, 10, 144
1008 DATA193, 96, 169, 4, 157, 66, 3, 138
1009 DATA10, 157, 65, 3, 134, 253, 24, 101
1010 DATA253, 105, 3, 157, 65, 3, 76, 45
1011 DATA192, 160, 0, 177, 250, 201, 42, 208
1012 DATA187, 169, 32, 76, 26, 192, 133, 251
1013 DATA177, 250, 201, 32, 208, 205, 169, 42
1014 DATA76, 57, 192, 173, 0, 220, 41, 1
1015 DATA208, 13, 173, 1, 208, 201, 50, 144
1016 DATA6, 206, 1, 208, 206, 1, 208, 173
1017 DATA0, 220, 41, 2, 208, 13, 173, 1
1018 DATA208, 201, 130, 176, 6, 238, 1, 208
1019 DATA238, 1, 208, 173, 0, 220, 41, 4
1020 DATA208, 13, 173, 0, 208, 201, 20, 144
1021 DATA6, 206, 0, 208, 206, 0, 208, 173
1022 DATA0, 220, 41, 8, 208, 13, 173, 0
```

PCG's cover cassette

The free cassette which came with last month's issue appears to have loaded unreliably on some people's Commodore cassette units. If you had trouble with the tape you can return it to us, and we'll send you another which should load better. We'd hate you to miss out on those great '64 demo programs!

STRANGELOOP ODDITY

Those of you who think our competition for a holiday in New York (last issue) is impossible will be grateful for the following titbit of information. Location MB on the *Strangeloop* map is not all it appears. It is possible to move through the horizontal platform at the point where it says (if you have good eye-sight). Mind the Step. This is indeed the only way of reaching location LA.

In view of the consternation this oddity may have caused we are extending the closing date of the competition to January 21.

UNDERWURLDE MAP

We're indebted to three expert game crackers from England, Ireland and Scotland for our great map of *Underwurlde* in this issue. Thanks to Mark Henry of Dublin, Iain Hayward of Ashford, Middlesex and Mark Johnstone of Arbroath.

Our mini program for extra lives on *Lunar Jetman* somehow sprouted an extra line in last month's issue. The program should end at line 60 (so delete line 70)

All the latest noises in the

Marks + Sparks

Marks and Spencer have joined the growing number of high street chain stores stocking home computer software. Initially, only Spectrum software is being stocked.

The first three products are all two-cassette packs retailing at £6.99. *Start to Program* is an introduction to computing. *Games Maker,* written by Quicksilva, is a games designer and the Games Pack contains two games – *Fearless Frank* and *Frozen Penguin* – converted from the BBC.

EMULATOR? WHAT EMULATOR?

The Commodore emulator, reported in our June issue, seems unlikely to ever see the port of a Commodore 64. Riad Kaffar of Video Vault, who were to sell the emulator, says he has still not seen a working version of the hardware.

After six months without action it seems that the development difficulties mentioned in June have not been overcome. However, Video Vault still hold the rights to the machine and may still release it if it ever materialises.

In the meantime Spectrum and Commodore 64 owners will have to continue to bicker over the quality of software available for each machine.

Football Manager winners

'WELL, BRIAN, what a great competition that was – 100 winners each picking up a copy of *Football Manager* for their micro.'

'What were the answers, Jimmy? I couldn't work them out.'

'It was **Manchester United** who paid the most for a player – for Bryan Robson. And the scorer of the SUPERB goal against Brazil was **John Barnes**.'

'What about Mark Hately, Jimmy? He scored too.'

'Not as superb a goal, though, Brian. Sneaky question, that. But almost everyone got it right. And the last answer – the latest Scotland-England score was **Scotland 1 England 1**.'

'So who were the winners?'

'They were the ones who worked out the funniest new names for KEVIN TOMs, *Football Manager*'s creator. Most of them were pretty disgusting. Like KEN VOMITS or MIKE V SNOT. We also had VIM TOKENS, VENOM KITS, SMOKIN VET and even ME SKI ON TV. Here are the winners, each of whom will be sent their program direct from Addictive Games.'

Andrew Beevers, Mexborough; **Paul Quinn**, Dumbartonshire; **H J Parry**, Chatham; **Simon Monk**, London; **Steven Henderson**, Bideford; **Dominic Smyth**, Harrow; **C Garbutt**, Basildon; **Errol Abraham**, London; **Darryll Taylor**, Folkestone; **John Dyche**, Doncaster; **Devin Jones**, Leicester; **Andrew Kempster**, Heywood; **Paul Whitehouse**, Reading; **Gianfranco Manini**, Glasow; **Steven Howard**, Lowestoft; **Alastair Cook**, Stranraer; **David Bell**, Glasgow; **Michael Smith**, Huddersfield; **G A Hitchen**, Catterick Garrison, N. Yorks; **Graham Shackie**, Bolton; **Graeme Lurring**, Co Fermanagh; **Adam Newton**, Harpenden; **James Hunt**, Hersham; **David Rowles**, Egham; **R Hindle**, Poulton-le-Fylde; **Paul Johnson**, Potters Bar; **Gethin Thomas**, London; **Andrew Houston**, Aberdeen; **Andrew Sharples**, Bramhall; **Jonathan Lattin**, Wirral; **Keith Harris**, Eastbourne; **David Emeney**, Coventry; **K Strickson**, Uxbridge; **Robert Irons**, Farnborough; **Stuart Wilson**, Sunderland; **Stephen Heslon**, Sunderland; **Jason Woolliscroft**, Tamworth; **Paul Lebrasse**, Isleworth; **Nick Wilson**, Bridlington; **Gary Mackey**, Nottingham; **Dennis Johnson**, Rayleigh; **Andrew Sharp**, Glasgow; **Adrian Murphy**, Carlisle; **Antonio Cusano**, London; **Oliver Horn**, Welwyn; **Michael Campbell**, Mid-Lothian; **Christopher Halligan**, Malvern; **Richard Dalton**, Stockport; **Norman To**, Fife; **Gareth Hughes**, Clwyd; **M Handley**, West Bromwich; **Anthony Dohen**, London; **Steven Archer**, Kent; **Steven Toovan**, Leeds; **Simon Harrison**, Tintagel; **Louis Clement**, Richmond; **Tony Fitzgerald**, London; **Andrew Wood**, Co Durham; **Robert Dodson**, Birmingham; **Paul Duggleby**, Horsham; **D Kentley**, London; **Robert Milligan**, Farnborough; **Tim Legge**, Berkhamsted; **David Burden**, Tiverton; **Bryden Darley**, Sherborne; **Michael Dagley**, Cheshire; **Daniel Robinson**, Leamington; **John Hooley**, Twickenham; **Shailen Thaurar**, London; **Avril Greenland**, London; **Mr Johnter**, London; **Ivor Gray**, Glasgow; **Iain Stewart**, Edinburgh; **M Lloyd**, Newcastle upon Tyne; **Philip Symmons**, Castleford; **Jeffrey Fawthrop**, Littleborough; **Dafydd Lloyd**, West Glamorgan; **Martin Robinson**, Isleworth; **Duncan Lawrence**, Cwm Talwg; **Graham Warder**, Rickmansworth; **Marco Giacomelli**, Aylesbury; **Nicholas Smith**, Maidenhead; **Stuart Lee**, Leicester; **Mark Bowen**, Sidcup; **Gary Newell**, London; **Wing Yik**, Twickenham; **Richard Salter**, Peterborough; **Trevor Rogers**, London; **Chris Webb**, S Wales; **James Liebnitz**, Livingston; **Leslie Blackman**, Oldham; **Alan Scott**, Newcastle upon Tyne; **Arthur Ballantyne**, Hamilton; **Michael Williams**, London; **Barry Macloughlin**, Weybridge; **Christopher Man**, Twickenham; **Kevin Queenan**, Clydebank; **Wayne Arthur**, Rotherham; **Alan Stitt**, Purley; and **Paul Williams**, Tamworth.

ULTIMATE TITLE HITS '64

It was the moment Commodore 64 owners have been longing for, Spectrum owners dreading. Ultimate, the number one British software house, have at long last come up with a '64 release.

What's more it isn't just a conversion of one of Ultimate's famous Spectrum titles, but a genuinely new game.

The Staff of Karnath can be described as a 3D arcade-adventure. The idea is to explore a castle in search of 16 pieces of a key. The player faces numerous enemies and must use a range of spells to stay alive.

The screen display has an original look to it – the 3D display allows the main character to move forward and back as well as left and right. But it is questionable whether the graphics overall will have as much impact on '64 owners as previous Ultimate games have had on the Spectrum.

PCG will be reviewing *The Staff of Karnath* in the next issue. It comes in Ultimate's colourful, large packaging and costs £9.95.

Exclusive Karnath competition!

The mapping of Ultimate games is fast becoming a national pastime and now '64 owners can join in.

We've fixed up a great competition with Ultimate to try to track down the best possible map and playing guide to *The Staff of Karnath*. The winner will get a specially made *Karnath* trophy.

To enter just post your map and guide to Karnath Competition, Personal Computer Games, 62 Oxford Street, London W1A 2HG. The closing date is January 21.

CROWTHER JOINS

Wandering programmer Tony Crowther, author of such '64 hits as *Monty Mole* and *Suicide Express,* has settled down with Wizard Developments of Sheffield.

After his much-publicised splits from Alligata and then Gremlin Graphics, Crowther has joined an old friend, Roger Taylor, as a co-director of Wizard, a company best known for its hardware – it produces the Joy Rom and a joystick interface for the BBC.

Crowther is working on a new '64 game, to be called *Griffon,* which the company hopes to have in the shops soon for around £7.95.

Further plans include work on the Commodore 16, conversions to the Spectrum and moves into the American market. Crowther also said that he intends to 'take an interest in the hardware side and the business side of the company'.



Boulder Dash on Speccy

The triumphant arrival of *Boulder Dash* on the Commodore 64 has been closely followed by its release on the Spectrum.

The Spectrum version has been programmed by *Front Runner* and sticks closely to the '64 original with all 16 screens and intermissions. The scrolling effect has also been reproduced, although it isn't so good on the Spectrum and Rockford can fairly easily run off the edge of the screen.

The graphics are still excellent though and this highly addictive game should soon be inflicting sleepless nights on Spectrum owners.

It should be available now at £7.95 from Front Runner.



Jeff Minter doesn't spend all his time writing programs or playing *Star Raiders*. He's got to relax sometime, and find the inspiration for another bizarre game.

Here he is wearing an awesome hat and soaking up the vibes from a cuddlesome llama in the wilds of Peru. It must have done the trick, because Jeff's been 'working like a demon' on a new game, the idea for which came to him on a bus in South America. 'The music's a treat', he says. 'The game will look nice, sound nice – but play meanly' he warns us. We can't wait.

Creative Sparks jobs shock

Creative Sparks have made their in-house team of 18 programmers redundant and are now relying on outside development for their future games.

Gordon Reed, Creative Sparks' spokesman, denied that the redundancies meant the company was in trouble. 'In fact', he said, 'we've done better than expected this year.'

He explained the move as a rationalisation of Creative Sparks' plans, adding that 'the figures just didn't match up' between expected revenue and the cost of maintaining a large in-house team.

Creative Sparks' next releases before Christmas are an MSX version of *Danger Mouse in the Black Forest Chateau* and *Leonardo*, a graphics utility for the Spectrum.

Before Easter 1985 they expect to launch six programs, three of which will be conversions and three will be new. These new games will include an arcade adventure for the '64 with over 2,000 locations and a Spectrum game, provisionally called *Rollergoal*, featuring skate-born men in a dangerous game.

MOVE TO THE GROOVE

Giant record and entertainment company, CBS, have launched into the home computer software market with a vengeance.

Their six new releases are now in the shops, selling at £8.95 for the cassette versions and £11.95 for disks. All the games are for the Commodore 64 and have previously appeared in the U.S.A. on the Epyx label.

The games include the road-racing game *Pitstop*, the platform game *Jumpman*, and *Silicon Warrior* and *Dragonriders of Pern* – a blend of strategy and arcade action based on the fantasy novels by Anne McCaffrey.

Impossible Mission is an arcade adventure in which you have to prevent the evil Elvin Atomsmasher from destroying the world. *Breakdance* is just that; you have to move to the groove and hop to the beat in an attempt to win a contest of breakin' and poppin' against other slick movers.

CBS plan to release games at the rate of three or four a month during 1985 and are considering the possibility of conversions to the Spectrum for selected titles.



● Preparing to boogy

Return of Chariot Race

Chariot Race, a PCG Hit on the unexpanded Vic back in April '84, looks set to make its debut on the Commodore 64 early in 1985 – in an enhanced form.

The game involves a race to the death against other charioteers in a Roman arena. On the Vic the action was viewed from above. But on the '64 the players will have a grandstand view, giving something of a 3D effect.

IS WIZARD





EUREKA! I'VE MAPPED IT!

Domark, makers of multi-adventure package *Eureka!*, are looking for some well-drawn maps of the game. We've agreed to help them find a map for the Roman Times module. (Most PCG Commodore 64 owners already have the game since it was included on last month's free cover cassette!)

Domark have given us 10 beautiful, limited edition, colour prints of the special Roman Times illustration. They'll go to the 10 people who can provide the best maps of the Roman Times module. So get cracking – and make sure your entry reaches us by January 21st.

Post it to: Eureka Competition, Personal Computer Games, 62 Oxford Street, London W1A 2HG.



WHISPERING HORACE

A load of tosh?

A hundred quid's not much to me – I often spend that much on luncheon – but there are those who might think it's a significant amount of money. Especially if it's the difference between what a computer costs before Christmas and what it costs after.

My mole deep in the heart of Thorn-EMI, distributors of the Toshiba MSX computer, assures me that prices of the MSX machines will tumble in 1985 – by £100, bringing them down from £279 to £179.

This is stirring news for the nation's gamesters, said I, reaching for the phone to confirm the details with one of those MSX companies. But what did the Japanese fellow on the other end say? 'No, there are absolutely no plans for price cuts next year.'

Horace just doesn't know what to think.

Royal cheek!

Don't spread it about but I happen to be quite well acquainted with certain members of the Royal family. Hence I was scandalised to hear of the release of a game called *Di's Baby*. Surely, I thought, it cannot be about that charming lady married to my old school school chum Charles, but horror of horrors – it is.

I have bought a copy of the game, purely so that I could defend the couple of course, and was shocked at the factual inaccuracies. The programmer obviously can't count, they've got two kiddywinks not one, and the Palace potties are very well trained.

In fact, I'm so annoyed that I think I'll go and have another game to get it out of my system.

Playing Havoc

Those naughty boys at Dynavision aren't exactly playing fair with you Spectrum owners. On the back of the *Havoc* packaging for the Spectrum version are screen shots of the Commodore game.

A little note tucked away in small print at the bottom says that the Spectrum display may vary from these. This is a bit of an understatement.

Come along now chaps, it just isn't cricket. Anyone would think you had something to hide.

The Ultimate recluse

Heard about the nationwide telephone game that takes place every time an Ultimate game is released? Journalist hacks from a score of computer rags dial the Ultimate phone number in a frantic attempt to talk to Tim Stamper, the only person able to fill in details authoritively about the game. But do they get to talk to him? No they don't.

'I'm sorry, Mr Stamper's in a meeting.'

'Tim won't be in until Monday.

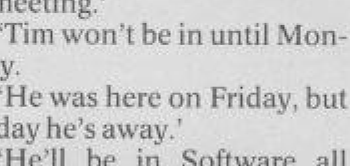
'He was here on Friday, but today he's away.'

'He'll be in Software all afternoon. Can't be contacted.'

'Sorry, Mr Stamper's just popped out.'

I hear this journal finally made contact only after 13 successive days of dialling – that's five more days than for the release of *Sabre Wulf* and three more than *Atic Atac*.

Still, if your games are spiffing, who cares if the old public relations are a shambles?



If you're wandering around the HMV shop in Oxford Street and happen to pick up a Mastertronic game – watch out, you may be pounced on by manic photographers with menacing flashlights.

The first victim of this practice is Cliff Levings (pictured) who while innocently buying *Chiller* discovered he was Masteronics millionth customer and was mercilessly caught red handed.

Cliff got a £200 Commodore disk drive which, as you can see, pleased him immensely. Horace advises that you wear dark glasses next time you buy a game to avoid being recognised.

Butler on the loose

Times are hard, and nowhere more so than in Liverpool where once the games biz seemed to promise young men a lifetime supply of Porsches and champagne.

Now, Horace hears, ex-Imagine man Mark Butler is tramping the streets in search of the chance to earn an honest penny. Software Projects were unable to help. Bug-Byte couldn't find an opening – even though they've just lost John Philips to Prism.

Can somebody please find a job for this young man?

NEW RELEASES

US IMPORT

Software Projects have produced a Spectrum version of *Lode Runner* from the US company Broderbund. The game was a best seller in America and has a special generator that allows you to alter or create screens.

PYJAMARAMA

Pyjamarama, PCG Game of the Month in November, is now being released on the Amstrad. The game costs £8.95.

BOARD GAME

A new computer assisted board game called *ATRAM* has been released to be played in conjunction with a 48K Spectrum. The game is a battle simulation using the computer as an assessor of the action. It is distributed by Websters Software at a price of £19.95.

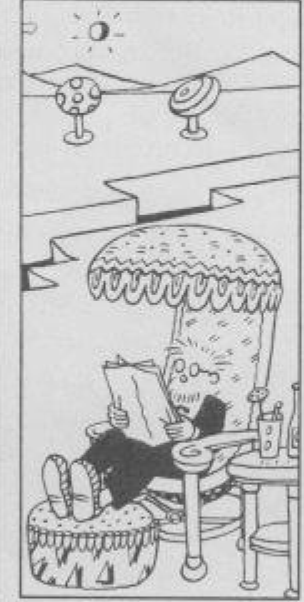
SPY v SPY

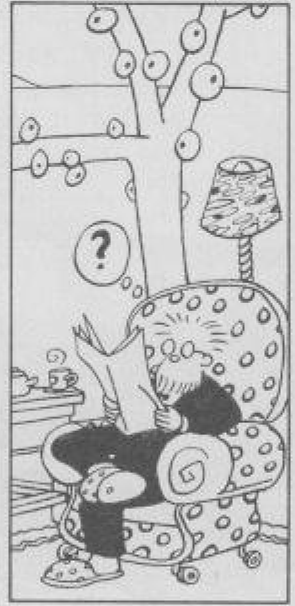
Beyond's computer game version of the Mad magazine cartoon *Spy v. Spy* should be in the shops now for the Commodore 64, price £9.95 cassette and £11.95 disk.

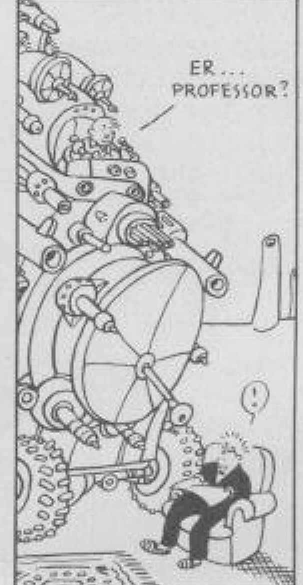
TOBY AND THE PROF

By Phil Elliot









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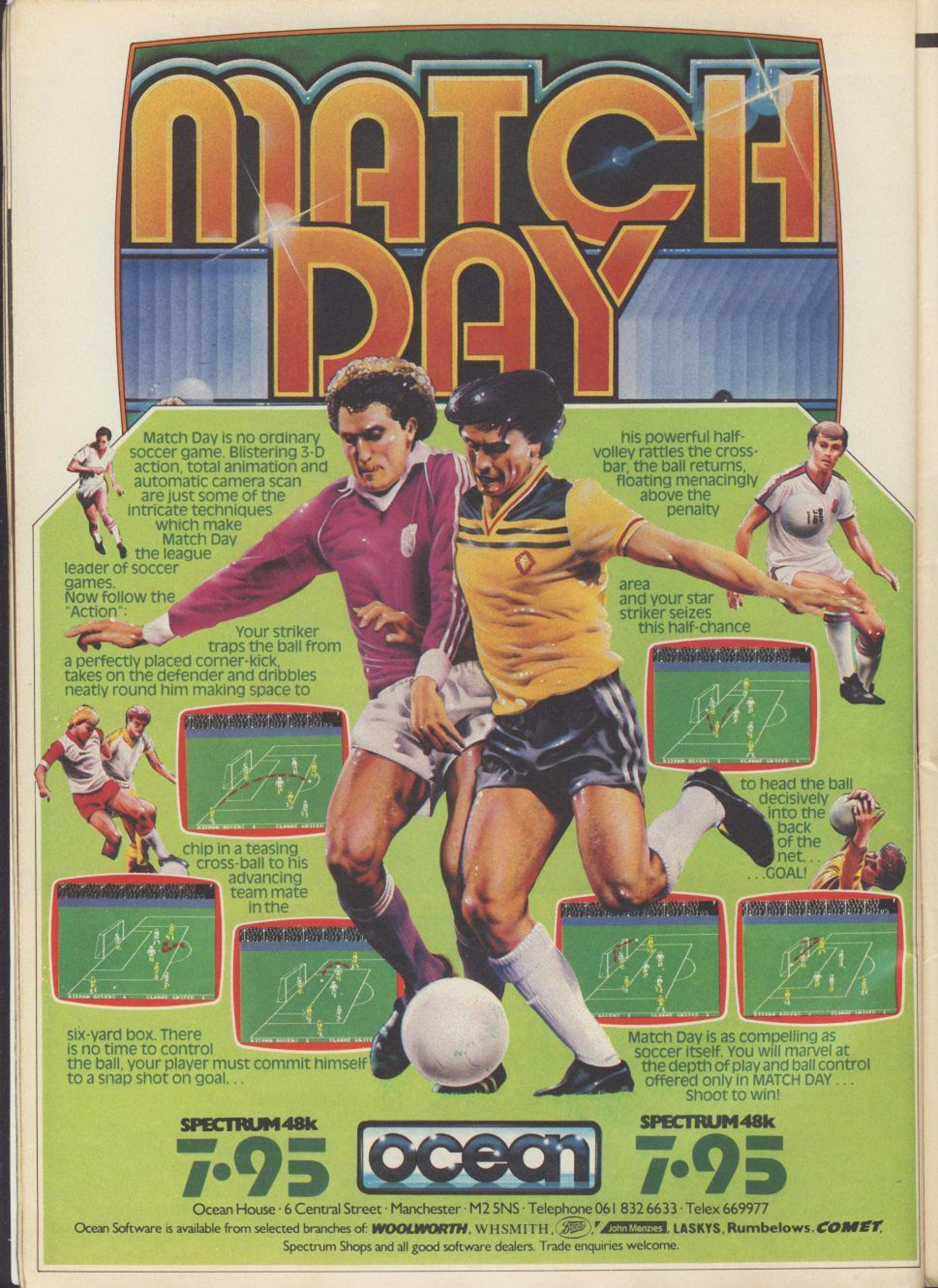
But if you want to have less trouble fighting your controls, and more power for fighting the forces of darkness . . . only Wico® is worthy of your hand.

WICO®

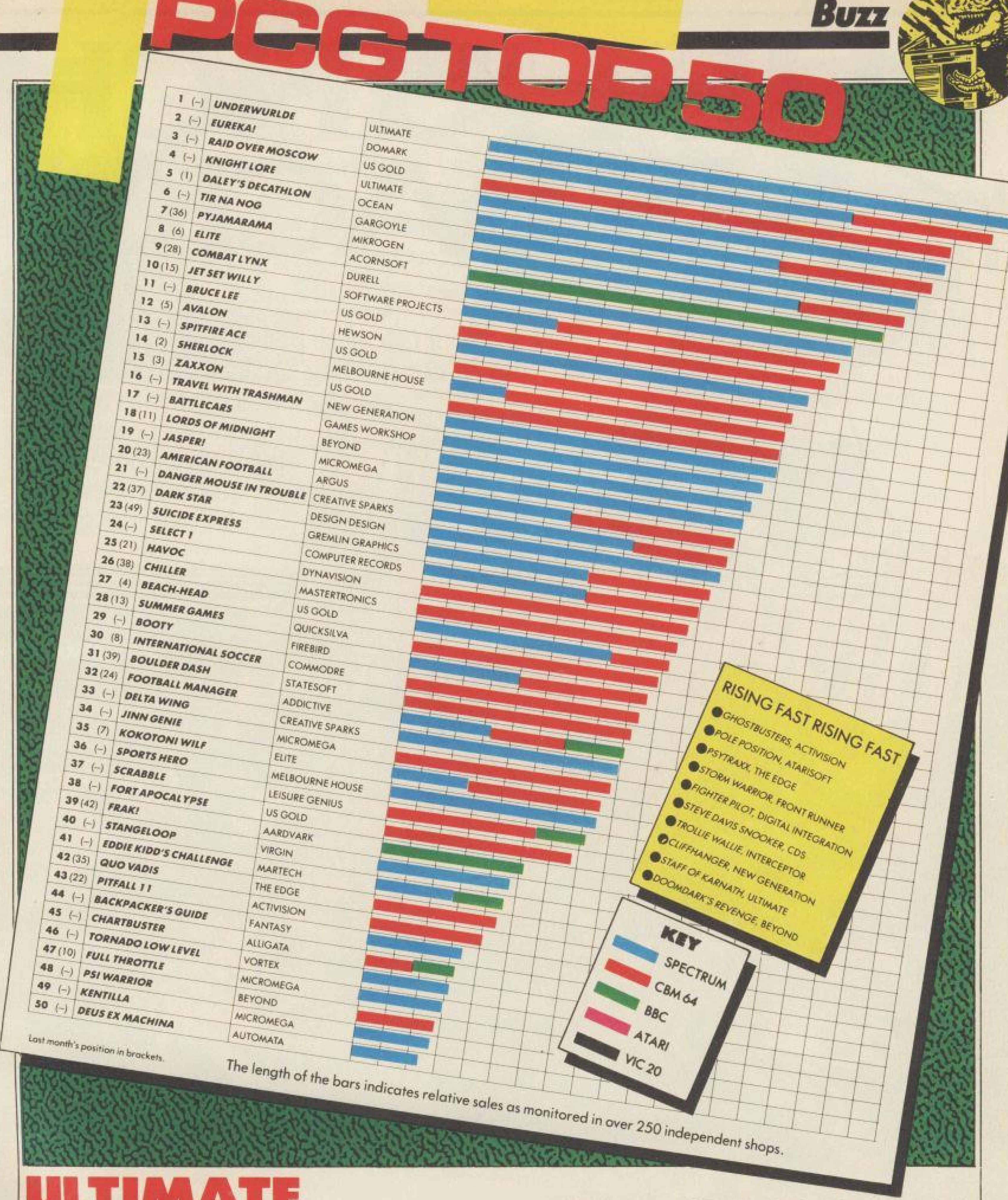
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PCG TOP 50



Pos	Title	Publisher
1 (–)	UNDERWURLDE	ULTIMATE
2 (–)	EUREKA!	DOMARK
3 (–)	RAID OVER MOSCOW	US GOLD
4 (–)	KNIGHT LORE	ULTIMATE
5 (1)	DALEY'S DECATHLON	OCEAN
6 (–)	TIR NA NOG	GARGOYLE
7 (36)	PYJAMARAMA	MIKROGEN
8 (6)	ELITE	ACORNSOFT
9 (28)	COMBAT LYNX	DURELL
10 (15)	JET SET WILLY	SOFTWARE PROJECTS
11 (–)	BRUCE LEE	US GOLD
12 (5)	AVALON	HEWSON
13 (–)	SPITFIRE ACE	US GOLD
14 (2)	SHERLOCK	MELBOURNE HOUSE
15 (3)	ZAXXON	US GOLD
16 (–)	TRAVEL WITH TRASHMAN	NEW GENERATION
17 (–)	BATTLECARS	GAMES WORKSHOP
18 (11)	LORDS OF MIDNIGHT	BEYOND
19 (–)	JASPER!	MICROMEGA
20 (23)	AMERICAN FOOTBALL	ARGUS
21 (–)	DANGER MOUSE IN TROUBLE	CREATIVE SPARKS
22 (37)	DARK STAR	DESIGN DESIGN
23 (49)	SUICIDE EXPRESS	GREMLIN GRAPHICS
24 (–)	SELECT 1	COMPUTER RECORDS
25 (21)	HAVOC	DYNAVISION
26 (38)	CHILLER	MASTERTRONICS
27 (4)	BEACH-HEAD	US GOLD
28 (13)	SUMMER GAMES	QUICKSILVA
29 (–)	BOOTY	FIREBIRD
30 (8)	INTERNATIONAL SOCCER	COMMODORE
31 (39)	BOULDER DASH	STATESOFT
32 (24)	FOOTBALL MANAGER	ADDICTIVE
33 (–)	DELTA WING	CREATIVE SPARKS
34 (–)	JINN GENIE	MICROMEGA
35 (7)	KOKOTONI WILF	ELITE
36 (–)	SPORTS HERO	MELBOURNE HOUSE
37 (–)	SCRABBLE	LEISURE GENIUS
38 (–)	FORT APOCALYPSE	US GOLD
39 (42)	FRAK!	AARDVARK
40 (–)	STANGELOOP	VIRGIN
41 (–)	EDDIE KIDD'S CHALLENGE	MARTECH
42 (35)	QUO VADIS	THE EDGE
43 (22)	PITFALL 11	ACTIVISION
44 (–)	BACKPACKER'S GUIDE	FANTASY
45 (–)	CHARTBUSTER	ALLIGATA
46 (–)	TORNADO LOW LEVEL	VORTEX
47 (10)	FULL THROTTLE	MICROMEGA
48 (–)	PSI WARRIOR	BEYOND
49 (–)	KENTILLA	MICROMEGA
50 (–)	DEUS EX MACHINA	AUTOMATA

Last month's position in brackets.

The length of the bars indicates relative sales as monitored in over 250 independent shops.

ULTIMATE STORM THE CHARTS

THE ONLY SURPRISE about the charts this month is that Ultimate's new games are numbers 1 and 4 instead of 1 and 2. The explanation is simply that the release of *Knight Lore* came just before the charts were compiled. Louise Stamper of Ultimate said that the two games were the 'best they had yet produced' and that even better things were to come. 'We hope *Knight Lore* will also go to number one,' she added, and who's going to argue with that?

Also zooming in from nowhere to the top six are *Eureka!*, *Raid Over Moscow* and *Tir Na Nog* leaving the previously all-conquering *Daley's Decathlon* at number five.

There's no keeping a good arcade-adventure down and with its release on the Commodore 64 *Jet Set Willy* has started climbing again, back to number ten.

As Christmas approaches compilation tapes like *Select 1* and *Chartbuster* are doing well.

Notable casualties this month are *Wanted: Monty Mole* and *Sabre Wulf*, but watch out for our little sword-wielding friend after his imminent appearance on the BBC.

Two budget games are also doing extremely well with *Chiller* from Mastertronic hanging in there and *Booty* from Firebird making an impressive entry.

Next month's tip for the top? Sure you don't need us to tell you that!


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BYTE-BACK

SAMANTHA HEMENS replies to a selection of letters from our ever-growing mailbag. It's great hearing from you, even though we can't always give individual replies. Write to: Byte-back, Personal Computer Games, 62 Oxford Street, London W1A 2HG.

Young talent

On a recent wet and gloomy Sunday I was idling away the hours blasting camels on Jeff Minter's *Attack* when my son, who had not played the game before, decided to take over. After an hour or so of practice he was regularly clocking up scores of over two thousand (yes, *two* thousand). Aha, I hear you say, so what's special about that? Well, he's five!

Despite the fact that most of the participants in your Challenge Chamber are in their teens, perhaps you might like to consider a 'junior' (perhaps 'toddler' is a better word) Challenge Chamber.

I dread to think what today's five year olds will be doing with home computers in ten or fifteen years' time; the mind most definitely boggles!

PS. Your magazine beats all the other games mags out of sight!

D Farrow, Hessle, N Humberside

Not a bad idea, Mr Farrow. But age five is the limit. The Challenge Chamber doesn't have room for prams.

Work and play

How sad and pathetic to read the letter from M Aherne last month, about how he can only save 50p a week to put towards games for his computer. So who cares? And who's he to condemn people who buy a game a week.

I work 70 hours a week and buy one or two games a month but I don't moan and cry about it. What does he want? Game distribution to the hard up, or a limit on how much software a person can buy a week?

D Henry, Leyton

WOMEN ARE OK, OK?

Bet you've had hundreds of letters from us 'superior beings', ie females, since your Memo in November PCG.

You see, we're all so busy running homes, offices, the country etc, plus writing terrific programs that we just don't have time to write to games mags. We only just manage to find time to read them!

You've got three fans in our house, and we're all female (shocked gasps from all chauvinists). And all avid adventure players, so we really appreciate the White Wizard.

Liz Tomlinson, Havant, Hants

Equal opportunity zapping

In response to your frenzied plea, here I am – 101% woman!

Well now, it's all very well for you to sit there and say 'come on girls' but you ought to try it! I'm fed up with getting the cold shoulder when I go to buy software, too many retailers look down their noses and frown, as if I don't know what I'm on about.

When I got my Spectrum, I was conned into a cassette recorder too, because I was told the computer wouldn't work with a radio/cassette. Ha! The r/c works perfectly with my computer whereas the other won't load anything.

Don't get me wrong, I'm no women's lib freak, but life isn't easy – take the arcades. In I go and see what? Yep, dozens of blokes hogging the machines, flexing their joysticks and concentrating in all directions. If I should dare to 'insert coin', I'm instantly surrounded by 'em all waiting expectantly for a rapid loss of lives!

We females are very interested in arcade and computer games so for God's sake shove over and give us a chance!

Well, I'm off now to bath the canary and wait for the insults to come pouring in.

Alli, Dymchurch, Romney Marsh

Look out CCS!

We have just finished knitting out favourite dollies some brand new pink dresses (cringe! cringe!), and thought that we would write to you.

We think your magazine is wonderful, because of the pretty pictures, but we do not understand the complicated words like 'Basic' and 'Goto' (ooohh!).

Our favourite game is *Diamond Quest* one of the 'Games for Girls' series, because it has very pretty pictures and no monsters or loud noises which might scare us (aah! quiver! shake!). Alas, they are not too difficult for our diminished intelligence (fume!). We would love to show CCS, in person, what we think of these games (THUMP! THUMP!). Must go now because our copy of 'Twinkle' has just arrived – Yippee.

Sarah (BBC Model B) Ormes and Kirsty (Commodore 64) Lewis, Princes Risborough

WOW! And this is just a selection of the tons of mail we've received from irate females everywhere. Come on lads give us a break!

Perils of panel reviews

You undoubtedly get lots of software companies who complain about reviews given to their games, but I felt I had to reply to the review given to *Perils of Bear George* in your November issue.

The main reviewer, Martyn Smith, liked our graphics, sound and game idea but rated it poorly because it 'does not increase in difficulty' and 'requires little effort'. In the same review, Peter Walker and Richard Boniface say *Bear George* is too hard!!

My point? How can potential buyers make purchasing decisions based on such extremes of opinion. You have many games to review and it may be a very difficult task, but a poorly considered games review section is the worst thing a software magazine could be accused of. Don't let it happen to PCG.

Peter Hardingham, Cheetahsoft, London

We think that readers should know when there's an honest difference of opinion over a game. That's the whole point of having a panel, rather than just single reviewers. But we do try to iron out absolute contradictions.

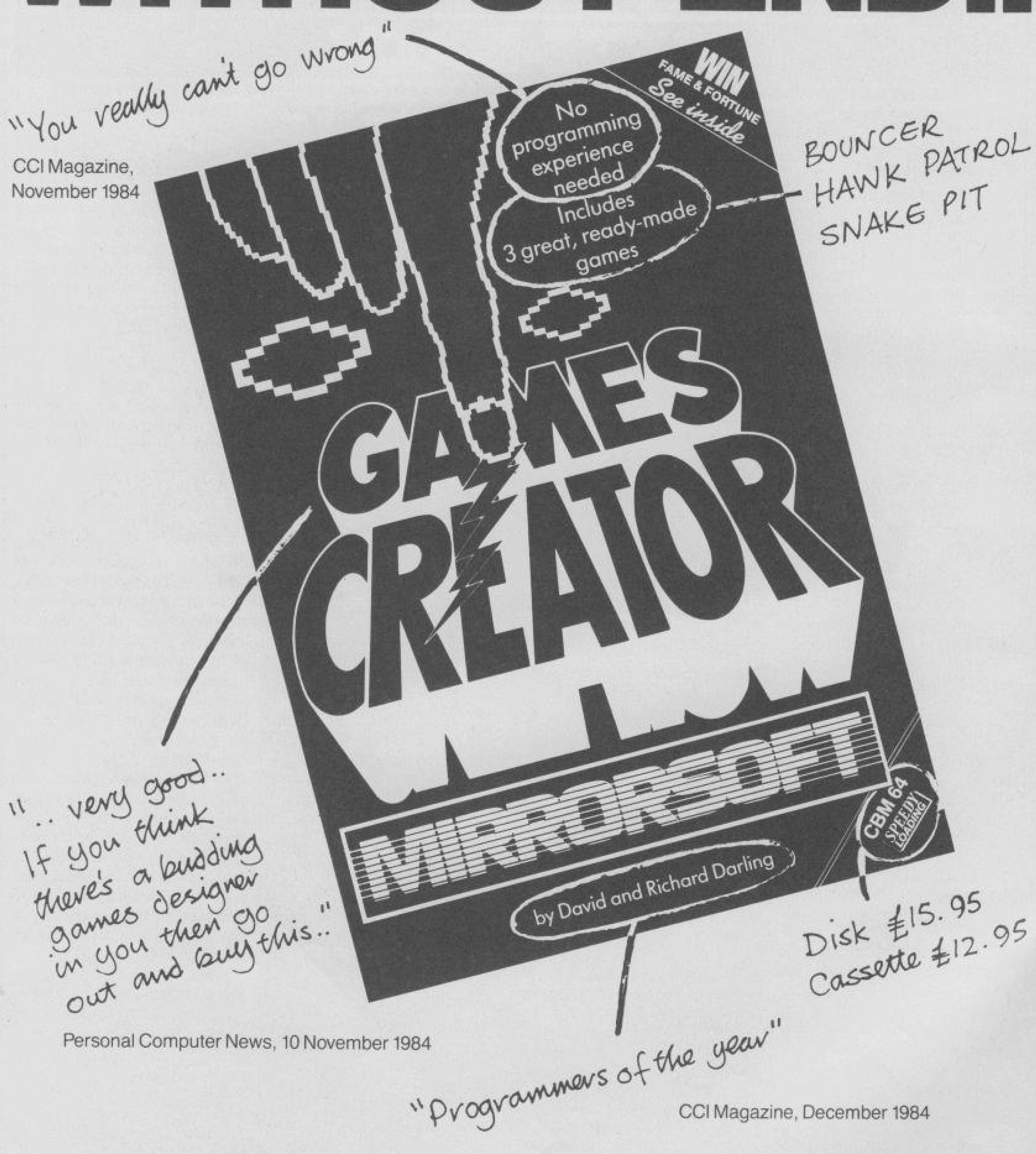
Spoilsports?

Personally I think your Tricks n' Tactics section in PCG is stupid. What on earth is the point of buying games like *Sabre Wulf* and *Trashman* when you are told how to complete the games. Surely the enjoyment in such games is to find out things and complete them yourself.

Jeremy Burrows, Doncaster

The T'nT section was in-

GAMES WITHOUT END..



Available from good software stockists everywhere or direct from
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Holborn Circus, London EC1P 1DQ.

corporated in the mag due to popular demand. We've had loads of people writing in asking us to do tips on various games. If you're stuck on a particular game, they can be very useful. Of course, if you don't want help you can skip the pages.

Revenge of the user port

Please forward my sincere 'thanks' to the Vulture for giving me tips on how to cheat at *Revenge of the Mutant Camels* on the CBM 64.

I did as he said, connected the two pins of the user port and my computer decided to break. Now I'll have to wait a month for it to be repaired!

Ian Armstrong, Tyne and Wear

Well Ian, we didn't recommend it – sorry about your computer though – at least you'll know not to do it again.

Machine availability

In your magazine, there's one thing that continues to annoy me. This being that a game may be made for both Commodore and Spectrum, or BBC and Electron yet you always put it under one category. This has the effect of making people think it's only made for one machine.

The second thing I thought you might like to know is the way in which I solved the anagrams in your competition.

I wrote a small program in Basic to input the letters in the anagram and then print every available combination. I then just had to watch the screen until the correct combination of letters came up!

Colin Goldin, Eastbourne

We do try to find out whether the games we receive are for more than one machine, but sometimes they do slip through the net. In many cases the software companies themselves, fail to inform us that the game is on another machine.

As for your other little revelation, all we can say to that is – CHEAT!!

Stop the micro slanging match!

During the four years I have had an interest in home micros I have read many different computing magazines. I have also used several different computers and own three. I have a good old ZX81, a Vic 20 and now a Commodore 64.

Up until now I have never actually written to a magazine. So what has made me write now? Well, it is the constant slagging off of different computers and software: silly and immature argument such as 'my Spectrum is better than your 64.' This has been going on in the many letters pages of different magazines.

Until now I have tried to ignore it. In the November issue of your magazine, I read a letter from P Lowe of Manchester. In his very short epistle he made various slagging off comments of the very childish kind. He or she said that the Commodore 64 was a Yankee machine and that most of the games available for it are ripped off Spectrum ideas. This comment really spoilt your otherwise excellent mag.

Firstly, OK, the '64 did originate in the USA but is now being made in the good old UK. Secondly, I don't think any of the games for the '64 are ripped off Spectrum ideas. Most companies such as Software Projects have converted their games to the '64 and also to other micros. This is obviously the way the companies will make their money. As for Ultimate sticking to the Spectrum, surely they would have a bigger market if they converted software to the '64.

I hope, if you print this, people will stop all this slagging off and just stick to using their micros more maturely. I mean, most people know which micro they want before they buy it, and that must be up to them and no-one else.

Paul Rawling Scarborough

Call it quits

Why do we have to put up with the Commodore 64 versus Spectrum battle?

There's nothing really wrong with either machine to make people hate them and there's no real differences between the capabilities of each computer. Each has its good and bad points.

Mr C Thompson, Church Fenton, N Yorks

Well, you could both be right but some of those letters can be quite funny…

Kokotoni cock-up

Having read your review of *Kokotoni Wilf* in the November issue I rushed out and bought a copy, but I just can't agree with the reviewer on how long it would take to discover Ulrich's secret.

It did, in fact, take me 90 seconds! (Which must qualify for some kind of record.) Unfortunately, I have yet to play the game! My copy failed to load and run properly and when I pressed the fire button on my joystick, Ulrich's secret was revealed on the screen!

Malcolm S Matheson, Aberdeen

Vic rub

I am writing to you as a point of sympathy for us Vic 20 owners. When I go into a computer shop and ask for a newly released Vic game (not many about) I am looked at as though I'm a loony from another planet.

The problem is that there are very few newly released Vic 20 games and if there is one, it's highly unlikely you'll find it in a computer shop.

The real problem is the manufacturers – they've forgotten us! They use the excuse that we Vic owners are a dying breed, but Vics are still being made AND bought! Even if they do stop selling them there's still millions of us out here in the darkness that need light – and that means NEW games.

Games like *Pharaoh's Curse* and *Shamus* prove that the Vic has the capabilities. So hear our plea! Software companies everywhere, PLEASE get programming!

Paul Burton, Durham

A sorry story indeed, but don't despair, we're still hunting out those elusive new games for you.

False alarm

I am writing to tell you about a time when my dad and me were in a John Menzies computer centre writing a little program on the Acorn Electron when my dad moved the computer nearer him and a wire came out of the back of the computer and an alarm went off.

All the shop assistants rushed to the shelf where the computers were and tried to stop the 'robber'.

However, everyone calmed down when they found it was accidental. I thought it was a bit silly really, I mean who's going to be daft enough to steal a computer in broad daylight. After all it's not the sort of thing you can just put in your pocket and walk out!

Another time, my friend and I were in Dixon's when a computer 'know-all' was spouting his mouth off. My friend and I burst out laughing when he casually said 'I'm quite interested in programming on the new Sinclair 16.' What a Wally!

James Faux, Darby Green, Surrey

A shot in the dark?

In the November issue of PCG, *Pyjamarama* was rated Game of the Month. What's wrong with that I can hear you ask. Nothing, I answer, the game's pure brilliance.

The problem arises in the screen dumps printed alongside the review of the game. In only three of the seven pictures is Wally in correct dress, his nightgown and floppy cap. The other four have him in his overalls, fresh from Mikrogen's other excellent program, Automania.

Also the pictures with the incorrect Wally in them, call the glass of milk at the top of the screen Dream Power, when it is of course, Snooze Power.

I can't wait to see how you explain this one *PCG*, surely you haven't got a pirate copy?

Jason Duckers, Chester

Hard luck Jason, you won't catch us out with this one – Mikrogen themselves sent us the screen shots! Apparently they're from a pre-production copy of the game…perhaps you'd like to talk to them about pirates. No? Oh well, never mind.

Sorry, Tim...

I was very annoyed when I read the letter headed 'Really pathetic reply!' from someone using my name. I don't mind being criticised for my views, but I do resent the fact that you printed the letter.

Had you compared this rubbish with my original letter, you would have seen the difference. Unless, of course, you wrote the libellous piece yourself, and I wouldn't put it past you.

If you have any standards whatsoever you will print this letter and/or a formal apology. How can you possibly believe that I would write an apology for my other letter and publicly humiliate myself? And just when the quality of PCG was improving too.

THE Tim Russell, Coventry

Sorry Tim, one of our other readers took it upon themselves to use your name when writing.

The culprit has promised not to do it again and on behalf of the PCG Team I'd like to add our mega-sincere apologies.

Swiss supporter

I am writing from Switzerland to tell you how super I find your magazine. I am 10 years old and many of my friends also read this mag. In Switzerland the most popular computer is the '64, but I own a Spectrum. Although I have to wait two weeks for the magazine to be on sale, every hour of this wait is worth it.

Henry Dubois-Ferriere, Geneva, Switzerland

Englishman abroad

May I introduce myself. I am an English 15 year old living in Holland (long story) and I buy the mag every month. I especially like Adventureworld, Tricks 'n Tactics, Screen Test, Buzz and Byte Back, but may I suggest a column where people can sell things, such as – games!

I wrote to you because I'd like people to see that us English in Holland, about 90 to 100,000 of us read your mag too!

If anybody in England who owns a '64 would like to write to me I will be glad to hear from you!

Chris Hooson, Grevingaheerd 9, Groningen, Holland, A737 SB

How to frustrate a shop assistant

I would like to give you an example of a typical conversation that actually took place between me and a gullible assistant in Boots the Chemist. It happened one Saturday...

ME: Excuse me, but could you please tell me a little about this? (Pointing to a Spectrum.)
ASSISTANT: Er, certainly, it's a computer.
ME: But what sort?
ASSISTANT: A ZX Sinclair Spectrum.
ME: What does it do?

ASSISTANT: Well, you can buy all these games for it.
ME: (Butting in) What are the graphics like?
ASSISTANT: Well, they're colourful, and on some games...
ME: (Butting in again) What's the sound like?
ASSISTANT: You have to buy this thing here to make sound.
ME: What interfaces does it have?
ASSISTANT: It hasn't got any with it, they come separate (pointing to a joystick).
ME: What different types are there of this computer?
ASSISTANT: There is a 16K and 48K.
ME: How much memory does a 48K Spectrum have? (This is a classic question.)
ASSISTANT: Er, er, er (long pause), oh, er it's 48K
ME: How much ROM has it got?
ASSISTANT: The 16K has 3K ROM and the 48K has 8K ROM.
ME: What is the processor type?
ASSISTANT: I'm sorry, but you'd better ask that gentleman over there..
It's terribly difficult to keep a straight face whilst asking these questions!

Gary Howland, Boston, Lincs

Many thanks, Gary, for this enlightening conversation and the many tips etc that you enclosed.

Half a brain?

I am just writing to tell you how sick I am of your unbelievably terrible magazine and the obviously wimpish prats who read it.

I am a Spectrum owner and anyone with even half a brain could tell that all these Commodore and BBC users are off their heads thinking they can compete with the amazingly superior Spectrum.

Your review section is the worst part of the whole magazine. Imagine not giving every Spectrum game 10 in every category.

Jamie Cowans, Finchley, London

Thank-you, Jamie. That's the kind of gentle, reasoned criticism we really appreciate.

Amstrad please

Just thought I'd write to say that I'm fed up with hearing about the black box with squidgy keys (Spectrum) and the computer with the worst Basic and most biased advert (CBM 64). Anyone would think that these are the only two computers in the world. They are not!

I own an Amstrad CPC 464 which is much better than the two combined. I hope to see plenty of Amstrad software reviewed in the future.

Michael Porter, Colchester, Essex

Elite protest

On Tuesday the 16th of October I rushed into Smiths and there on the shelf was my eagerly awaited PCG. Quicker than quick I flicked through until I got to the Screen Test section. Then I nearly died. Why, oh why, is *Pyjamarama* Game of the Month and *Elite* only a hit? I own a BBC so you may call me biased, but in my opinion *Elite* is a far superior game.

Simon Scheverle, Harlow, Essex

We agree, Elite *is superb, and I think if we'd known that the cassette version was almost as good as that on disk we would have made it Game of the Month. Unfortunately the game was released very late in the month, and we had little time to check details. Anyway,* Pyjamarama *is also a great game. The following is just one of literally hundreds of letters we've had about it.*

Pyjamarama praise

Congratulations to Mikrogen on the fantastic *Pyjamarama.* I completed it in eight days – and it's not easy.

After buying your really ace mag, I noticed you are quite interested in *Pyjamarama* which rightly was awarded the acclaimed Game of the Month. I bought this game the first day it was released and was more than satisfied – I couldn't drag myself away from it.

On October 8th I did the game after many hours of logical thinking and experiment.

John Weedon, Telford

What a pity you didn't write earlier, John, or you might have been one of the winners in our Pyjamarama *competition. Clearly a lot of people have solved the game – we've had hundreds of entries for the competition, and they're still coming in!*

The 26 winners were settled within days of the November issue being published. First off the mark was Ken Armstrong of Blackheath who wins a day out at Mikrogen plus a special Wally trophy.

The 25 runners up each get a Wally T-shirt, plus a £10 voucher for the next Mikrogen game. They are:

***John Brimecome,** Cowplain, Hants; **Mark Reynaud** (Cobham) and **Tim Cosway** (Sunbury-on-Thames); **Martin Ellis,** Liverpool; **David Leech,** London; **A Millington** and **P Ford** from Northumberland; **Ian Hodassy,** Ashtead, Surrey; **Warren Dunn,** Romford; **A F Stone,** Bristol; **John Ward,** Halifax; **Martyn Evans,** Birmingham; **D R Jeffree,** Berkhamsted; **Mark Clayton,** Rickmansworth; **Domenick Jannetta,** Dundee; **J M Girling,** Glasgow; **Wah Wai Wan,** Liverpool; **Adam Davey,** London; **Liam Humphreys** and **Miles Simpson** from London; **Jamie Bissmire,** London; **Harvey Lodder,** Bracknell, Berks; **Alan Jones,** Luton; **Adam Joseph,** Croydon; **Andrew Hall,** Cumbria; **Paul Cox,** Romford; **Robert Hammond,** St Albans; **B J Vernon,** London.*

Those of you who sent in joint entries will have to share your prize, since only 26 could win.

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U.S. Reviews

"... Boulder Dash should be leading contender for anybody's action-game-of-the-year award."
Burt Hochberg **GAMES Magazine**

"... a magical mix of challenge, charm and originality ... easily one of the best computer games of the year."
Michael Blanchet **Chicago Tribune Syndicate**

"This game will be mentioned in my will ... what si licon is and integrated circuits were always meant to be ... subtle brilliance and unceasing magic ... in a class by itself ..."
Craig Holyoak **Deseret News**

"First Star has done a first-rate job on BOULDER DASH ... the graphics are dazzling ..."
The Video Game Update

"BOULDER DASH takes the cake ... the overall quality is excellent ..."
John Skoog **K-Power Magazine**

This one's hot for Xmas!

U.S. No 1 Smash Hit





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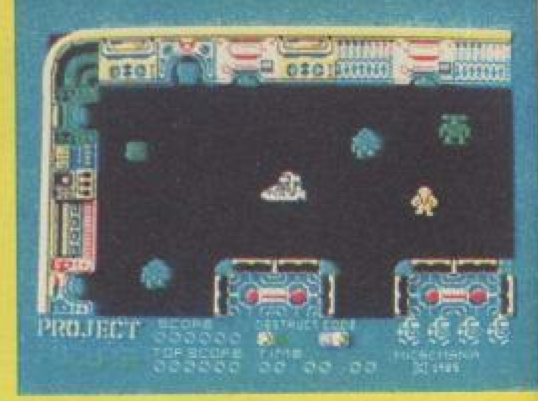
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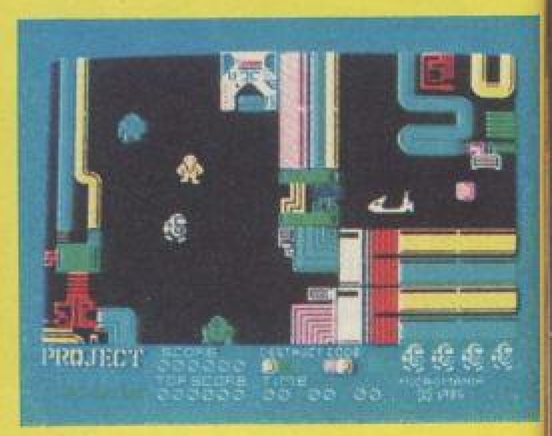
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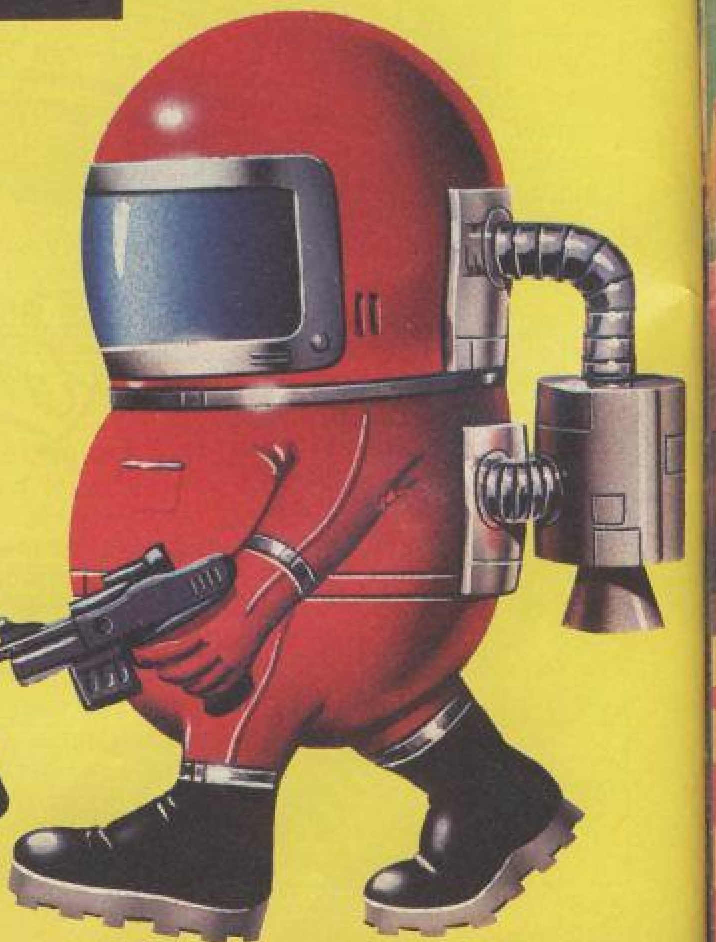
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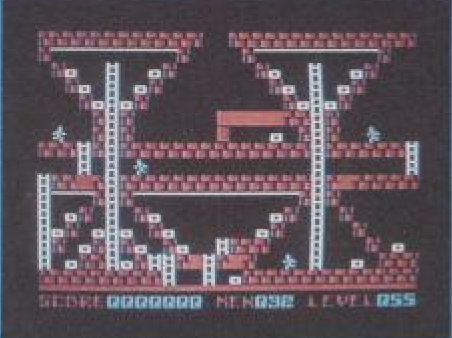
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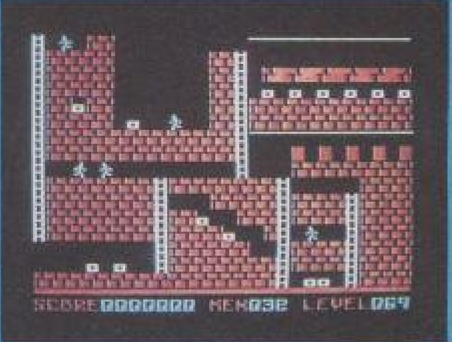
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LODE RUNNER







You are a highly trained Galactic Commando deep in enemy territory. Power hungry leaders of the repressive Bungeling Empire have stolen a fortune in gold from the peace loving people, and you have just discovered their secret underground treasury. Your goal? To recover every last ingot of Bungeling booty. You'll be running, jumping and climbing heroically, solving perplexing puzzles and drilling passageways through stone floors and barriers using your laser drill pistol. You'll need more than fleet feet and good looks to get through this mission alive. You'll need quick wits and brains!

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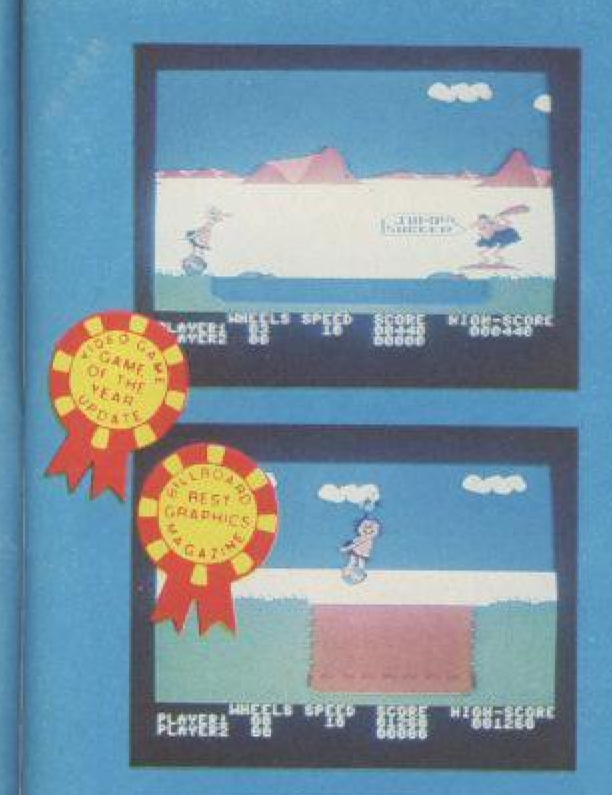
Lode Runner is more than a fast action game. It's a game generator that lets you design your own puzzles and scenes. You can move, add and take away countless ladders, floors, trap doors, crossbars, gold chests and Bungeling enemies. It's easy and there's no end to the variations, challenge and fun.

Available on the 48K Spectrum

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BC'S QUEST FOR TIRES

Can Thor save Cute Chick from the hungry dinosaur? Only you can help. At first he only has to jump rocks and holes. Then he must jump and duck, almost simultaneously, to avoid the logs and low hanging tree limbs in the Petrified Forest. The only way Thor can get across the river is to hop on the turtles' backs. These turtles sometimes get tired and submerge at the wrong moment, much to Thor's dismay! To add to Thor's difficulties, his arch-enemy Fat Broad is waiting on the other side to ambush him. If Thor's timing is good, the Dooky Bird is overhead, the prehistoric bird will pick him up and carry him across!

Thor must build up plenty of speed during his downhill run before the cliff. Timing is crucial, too. If Thor's balance is off or he is too slow he will crash into the ravine or the face of the cliff. Once over the cliff, Thor faces his most difficult challenge: the volcanic eruption. In addition to the obstacles on the ground, he is showered with boulders from the sky.

Once again Thor must cross the river on the turtles' backs. Then, at last, he must face the dinosaur! If Thor can get past the dinosaur and into the cave, he has only a short way to go to rescue Cute Chick. On his way, Thor must duck under stalagtites and jump over stalagmites to avoid crashing.

If Thor does crash, don't worry: he has five wheels. But True Love is calling him, so use all your agility and cunning to help him rescue Cute Chick!

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With his bucket filled, Monty makes his escape, only to surface in Arthur's castle where his way is blocked by a fiery figure seated on a graphite throne. Seizing his only chance of toppling the great man Monty collects the secret ballot papers and vote casting scroll. But Arthur's no fool when it comes to the heavy stuff and his personal bodyguard of super fit pickets and deadly flying hairsprays, put up an almighty struggle with our valiant Mole.
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1984 THE HITS

Here they are — the computer game awards everyone in the business has been biting their nails over. Who has won the coveted PCG award for the Most Poked Game? Which chauvinist pigs will be celebrating their capture of the Most Sexist Game title? We canvassed a huge cross-section of games players. In all categories their four judgements were unanimous. Here are the results.



GAME OF THE YEAR:
Boulder Dash
PCG's December Game of the Month is also our Game of the Year. Statesoft's mega-game was far and away the most compulsive program to come into the office, hooking even the White Wizard and his pet dwarf. If you want to convert a sceptic to the joy of computer games, look no further.

ORIC GAME OF THE YEAR:
Classic Racing
This wonderful horse racing simulation was certainly the most addictive Oric game we've received in the last 12 months. It has to be said, however, that there weren't many contenders for this title. *Zorgon's Revenge* would have made it, but it came out just too early. As it is, Salamander's *Classic Racing*, with excellent graphics and animation, just made it to the finishing line ahead of the rest.

VIC GAME OF THE YEAR:
Pharaoh's Curse
This game so impressed us here at PCG that it almost beat *Quo Vadis* in the battle for the Game of the Month slot.

Fifteen gripping screens of treasure-gathering, mummy-blasting, rope-climbing, trap-dodging, spine-chilling action make Hesware's program an outright winner for the expanded Vic.

GREATEST ATMOSPHERE:
Forbidden Forest
Our Game of the Month in April created a spooky atmosphere of monsters and magic. Readers often advised us not to play it at night, and good advice it was too. Cosmi's Commodore masterpiece.

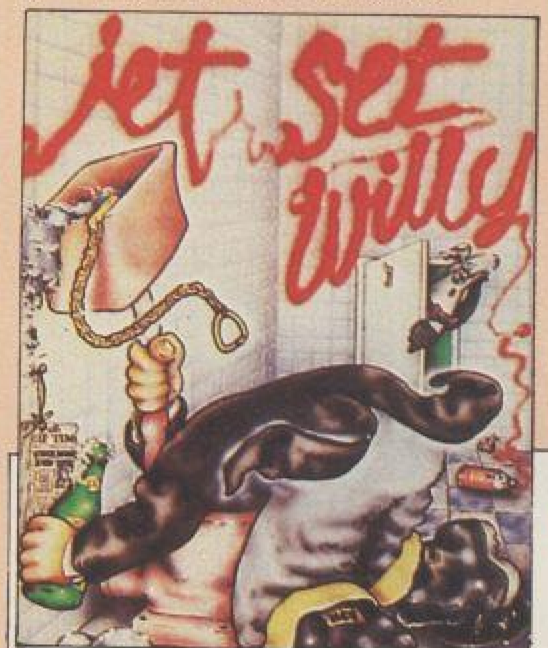


SWEATIEST GAME:
Decathlon
This is the game which has been keeping washing machines working overtime for the past few months. Some people wear shorts and running shoes: if you don't, all that joystick waggling leaves you feeling soggier than wearing a wet-suit in a sauna.

BEST 'THIS IS THE AGE OF THE TRAIN' GAME:

Suicide Express

Loco, on the 64, was a PCG Game of the Month. *Stop The Express* on the Spectrum was a PCG Hit. But the best game with a train had to be Tony Crowther's *Suicide Express* on the '64 from Gremlin Graphics. It had everything: great music, superb graphics, intriguing gameplay and bags of excitement.



MOST PLAYED GAME:

Chuckie Egg

Sabre Wulf made a late run, but didn't quite have the legs to catch A&F's disgustingly compulsive game. Some people have been known to play this game for six or seven hours at a stretch, egged on by the desire to make it into PCG's high-score tables. *Chuckie Egg* just might keep on clucking through another year.

MINTERest GAME:

Ancipital

October's goatoid Game of the Month. Wacky, zany, witty, crazy, hairy, hippy and heavy. And a great '64 game! Goodness knows what Jeff's got up his llama wool sleeves for us next.



MOST MAPPED GAME:

Sabre Wulf

No sooner was Ultimate's swashbuckler on sale than fanatics were at work mapping out its 256 locations. We printed the first map, and where we led others followed. A Spectrum super-game, *Sabre Wulf* should soon be appearing in all the best atlases.

MOST POKED GAME:

Jet Set Willy

A clear winner. Perhaps the only game this year that was more POKED than played.

MOST ORIGINAL GAME:

The Lords Of Midnight

Beyond decided that this brilliant combination of adventure and war game merited a new description, so they called it the first Epic game. And epic it certainly was, with over 4,000 locations and a cast of millions packed into the Spectrum. The size, the quality of the graphics and the complexity of the gameplay all made *Midnight* into something the likes of which we had never seen before – but many games in the future will bear signs of its influence.

BBC GAME OF THE YEAR:

Elite

Despite competition from great games like *Frak!* and *Fortress*, Acornsoft's *Elite* was the clear winner for the BBC. The amazing 3D graphics, the sheer size of it and the terrific shoot-'em-up action make it an absolute necessity for Beeb owners.

AND THE PITS

BIGGEST LET-DOWN:

Alice In Videoland

A crying shame, this one. When we were given a sneak preview of the game our collective mind was blown. We hadn't seen anything like it since the tea-lady slipped something funny in the drinks last Christmas. But when Audiogenic sent the completed game a couple of months later, a great wailing and gnashing of teeth were heard. It was a duffer and no mistaking. Pretty graphics, but there was no game there and, therefore, not a lot to play. Ah well. Maybe next time...

BIGGEST RIP-OFF:

Formula 1

No contest here. Outright winners were Spirit Software, whose racing game on the Spectrum – complete with 'Steering wheel' – was first advertised back in February. The game finally made its way into long-suffering purchasers' Spectrums this autumn, after much anguish and a certain amount of interest from the authorities. Let's hope this is one category that won't have to be awarded in 1985.

WORST PRETENTIONS:

Deus Ex Machina

The Spectrum game that takes you from the cradle to the grave to the accompaniment of a 'soundtrack' on another tape.

The seven ages of man – cribbed from Shakespeare, mangled by Automata – give you a number of very dull games to play. References to 'Defect Police', clones etc. are meant to give the game some significance as a warning about the totalitarian future, but this doesn't really work given Automata's unfailingly infantile sense of humour. Not even a star-studded cast could save it.

MOST SEXIST GAME:

B.C. Bill

A real battle for the honours here. *Strip Poker*, from US Gold, had a strong claim to the title as players gave their all in an attempt to strip the assets of Melissa and Susie. But victory goes to that prehistoric macho-man *B.C. Bill* from Beau Jolly. His subtle courtship methods – clubbing down a female and dragging her back to his cave by her hair – win him this coveted PCG award.

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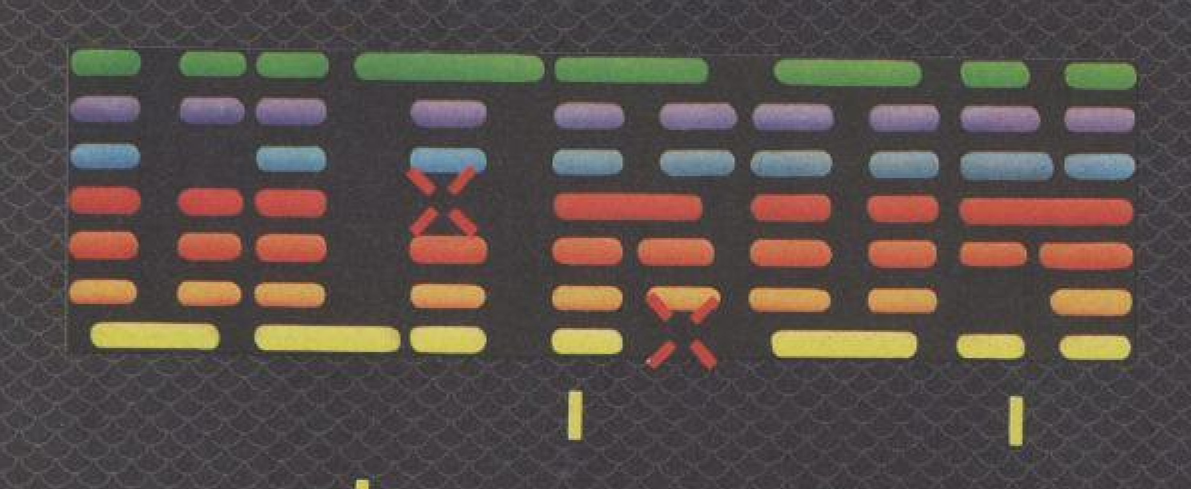
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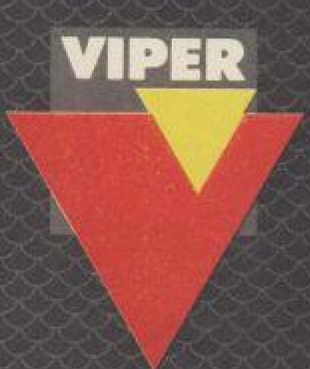
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PCG's 1985 DIARY

Sensational exclusive! We reveal the New Year's hottest events before they happen!

JANUARY

1 Sinclair announce their new computer, the 'Mystery'. The company say it 'out-performs anything in the Pentagon'.

14 A new Liverpool software house called Enigami is formed – they say Imagine got things back to front and promise: no hype.

15 Enigami announce the imminent release of two 'hyper-mega games' which they say will bear no relation to Software As It Is Known Today.

27 Jeff Minter releases a game featuring a man-eating hamster.

FEBRUARY

8 PCG publishes a letter from a Mr Jack Russell of Coventry saying all Spectrum owners are violent, unintelligent yobbos.

10 Video Halt announce they have the mail-order rights to a staggering new product – a ZX81 emulator for the Commodore 64. It will allow '64 owners to play almost the entire range of ZX81 games. 'We believe there is a huge demand among '64 owners for classics such as *Hangman* and *Breakout*,' said a spokesman.

14 A Mr Jack Russell is mugged in Glasgow by a gang of stocking-masked youths wielding rubber keyboards.

18 Sinclair's 'Mystery' receives its first public viewing. They promise they'll have one you can actually turn on by the end of the month.

20 The National Coal Board enter the software market in a desperate bid to recover losses from the coal strike. Their first title is a platform game called *Manic McGregor*.

25 Teaser ads begin for Legend's new game *The Great Game Wait*.

MARCH

4 Video Halt reveal further details of their ZX81 emulator. 'Not only will it faithfully reproduce flickering graphics on the 64,' said the spokesman, 'it will also give Commodore users the full benefit of ZX81 sound.'

8 PCG's exclusive Game of the Month has an incredible 100,000 screens – all identical.

20 Software Projects announce their hot new release *'Matthew Gives Us The Willy's'*. The company offers £20,000 for a set of POKES to debug it.

26 Jeff Minter releases a new game featuring a four-wheel drive yak.

APRIL

1 Sinclair deny that their ads promising delivery of the Mystery 'within the decade' are misleading. A spokesman says: 'Full production will definitely get underway by November 1989.'

22 Top-selling '64 programmer Tony Crowther leaves Wizard Development.

25 An exciting mail order company Dispiriting Software place ads for a 3D space game which comes complete with moulded plastic spacecraft.

MAY

4 Ultimate announce they will now concentrate on the Commodore 64 and MSX micros. Seventeen Spectrum owners commit suicide.

12 Details are released of the ZX81 emulator's programmer. He is Igor Rom User-Port, a 65-year-old inmate of the Home for Distressed Hackers. 'We have great faith in his ability,' said Video Halt. 'He has written the best *Space Invaders* ever for the Texas 1 Pocket Calculator. We expect great things from him.'

26 Alarmed by PCG's booming sales figures, *Computer and Video Games, Crash* and *Big K* announce a merger. The new mag is called *Big Computer Crash.*

JUNE

7 Automata release a game called *Far Out and Intellectual* in which you have to laser blast your way through little grey blobs representing Kierkegaard's existentialist philosophy while simultaneously watching a home video of the Sex Pistols.

25 The Enterprise is launched, described by journalists as 'the hottest computer of 1983'.

29 PCG receives 200 letters complaining that Dispiriting Software's 3D space game hasn't yet arrived.

JULY

5 'We expect great things from Mr User-Port,' say Video Halt, adding: 'the ZX81 emulator has yet to appear because of his difficulty in obtaining a ZX81.'

18 Jeff Minter releases a game featuring a nuclear-powered bison.

27 Elite launch a new game called *The Hypesters* and offer a free holiday in the Carribean for the writer who gives it the most grovelling review.

AUGUST

10 Mastertronic slash their program prices to 50p and offer a £20,000 prize to the first person to buy one.

22 Enigami say their ultra-hyper-mega games are almost complete. They deny the company is facing financial pressure.

24 Sainsbury's announce their bid to enter the software market. Their first title is called: *Wally's Trolly.*

SEPTEMBER

7 PCG hold a games exhibition in the Shetland Isles. It's a roaring success with a total attendance of 50 people, Jeff Minter and 4,000 sheep.

14 Video Halt announce that their ZX81 emulator merely needs 'a little more time' for completion. 'We confidently expect to have it in the shops within the next millenium,' a spokesman said.

OCTOBER

1 Joystick manufacturers are accused of bribing software companies to encourage the production of *Decathlon* games.

3 Jeff Minter reveals he's run out of hairy animals to feature in his games. 'I'm into hairy plants now,' he says.

10 Jeff Minter releases his new game. It's called *The Cactus.*

22 Sinclair go bust.

NOVEMBER

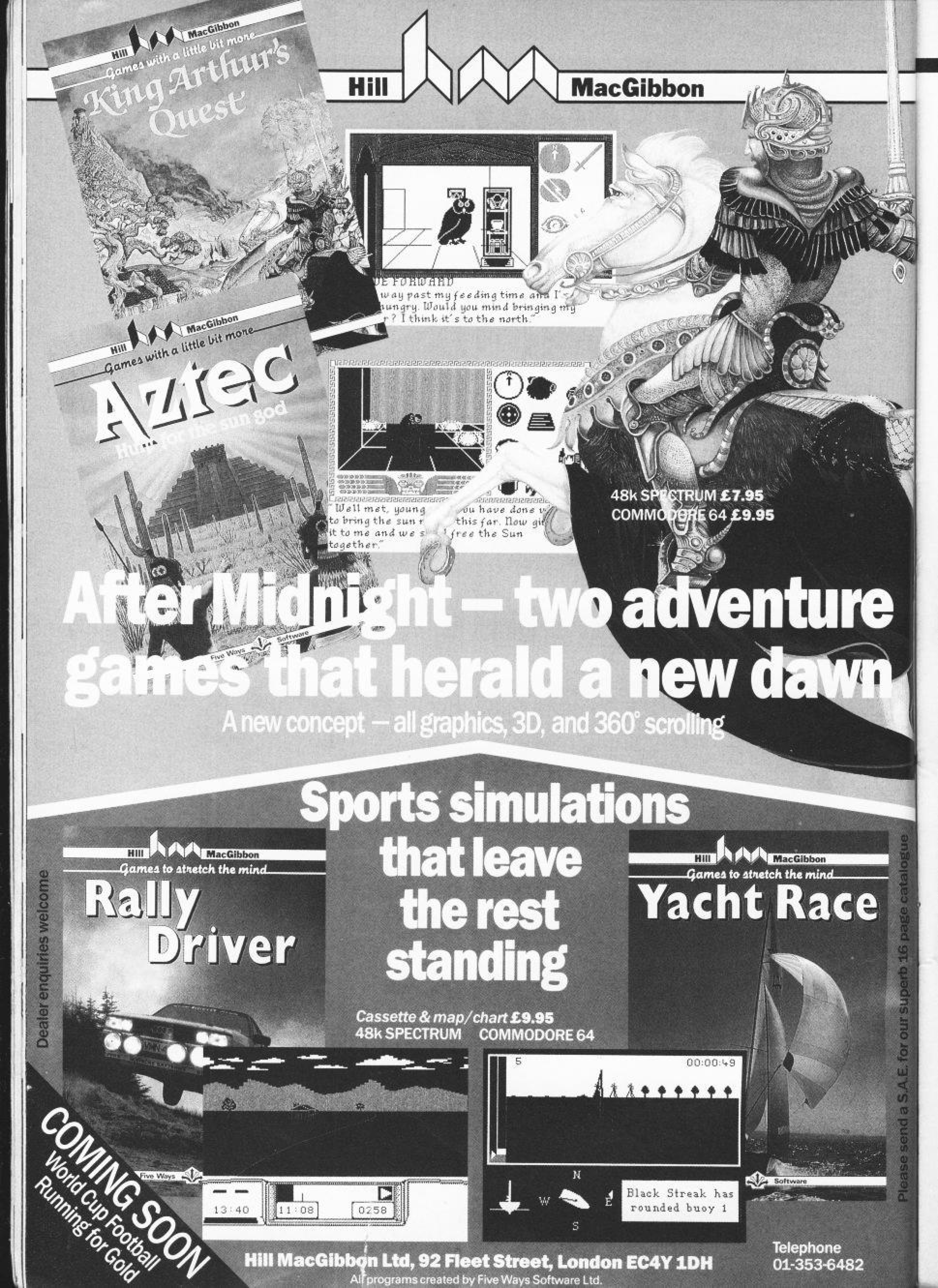
3 The first copy of Dispiriting Software's 3D space game is received by a reader in the Falkland Islands. The plastic, moulded spacecraft is 1 inch high.

18 Fifteen Japanese companies announce they are abandoning the MSX standard in favour of a more powerful one. It is rumoured to be 100 per cent compatible with the Spectrum. A spokesman said: 'At rast the people of Japan will be able to pray *Jet Set Wirry.*'

DECEMBER

2 Enigami's super-ultra-hyper-mega games appear. One features a thing eating dots in a maze. The other involves shooting little green aliens as they try to invade Earth.

31 UFOs land in Britain, but find everyone indoors shooting little green aliens and reading PCG. So they leave in disgust.

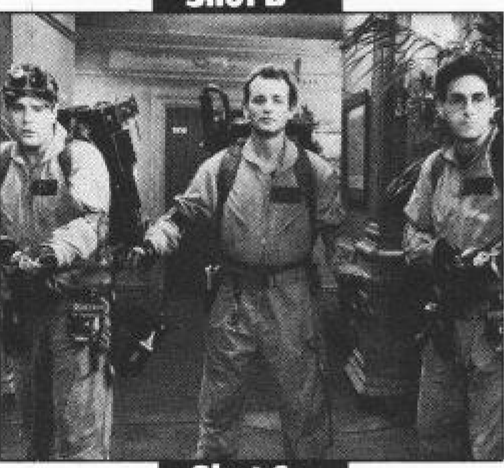

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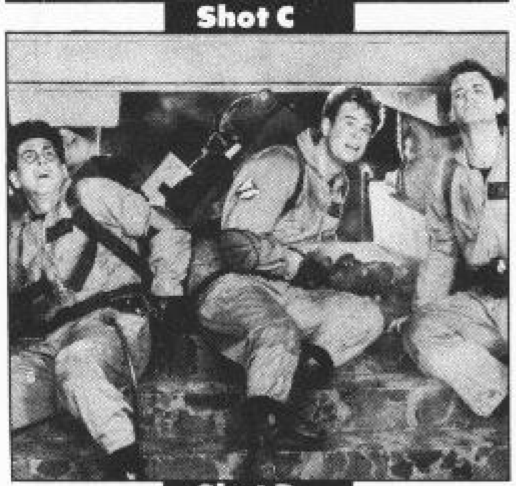
WIN A MOUNTAIN OF GAMES

Shot A

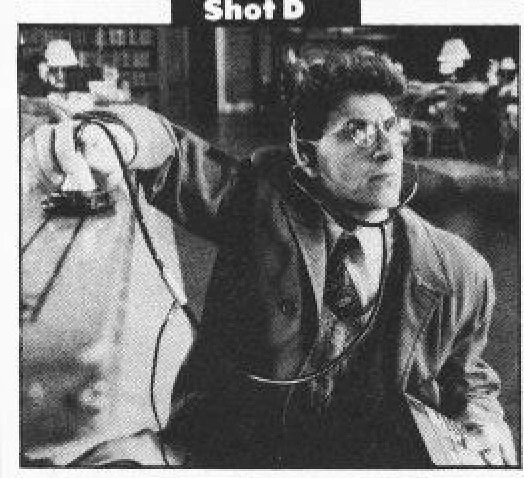
Shot B



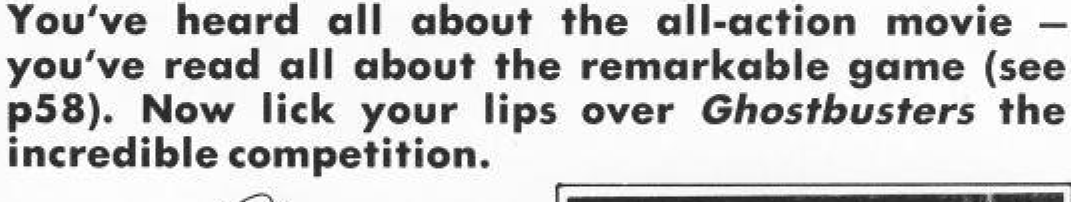
Shot C



Shot D



Four action shots from Ghostbusters.



You've heard all about the all-action movie – you've read all about the remarkable game (see p58). Now lick your lips over *Ghostbusters* the incredible competition.

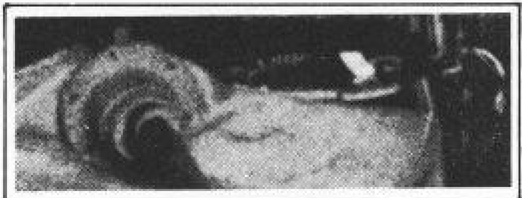


Three mouth-watering first prizes are on offer, people. Just imagine being able to choose TWENTY-FIVE different games for your micro. And then being sent them all for free. If you win this competition, that's exactly what you'll be able to do – you can choose ANY 25 titles, up to a total value of £250.

What's more you'll get a great package of *Ghostbusters* gear including a T-shirt, a record and a copy of the game from Activision. We'll also be giving away this package to the 20 runners up in the competition.

Sounds good? You said it. Get those entries in.





1

2



3

How to enter

Take a look at these three pictures. Each is a blow up of a small part of one of the four action shots we've printed from the Ghostbusters film. All you have to do is work out which picture comes from which action shot. Then send us, on a post-card (or write on the back of an envelope) the following information:

- your name and address
- your phone number if you have one
- the micro you own
- the letters (in the right order) of the action shots from which the blown up pictures are taken. For example, if you think picture 1 is from shot A, picture 2 from shot D, and picture 3 from shot B, write: A,D,B.

Post your entry to **Ghostbusters Competition, Personal Computer Games, 62 Oxford Street, London W1A 2HG.** The closing date is January 21st.

After that date we shall make a draw from the correct entries. The first three out of the hat will be declared WINNERS. The next 20 will be runners up.



Dream arcade action from Taskset and PCG

WIN A DEFENDER CONSOLE!

What a prize! In conjunction with Taskset we're giving away this stunning Defender console – a genuine, full-featured unit just like the ones in the arcades!

This amazing prize will offer you hours of play on one of the most sensational arcade games ever programmed – and you won't have to dip into your pocket for a single 10p bit! Just imagine – if you're really mean you could practise for hours before swanning out to the local arcade and beating your chums hollow! Or you could invite your friends round for a championship play-off that won't cost anyone a penny!

In addition to the arcade console, Taskset are donating 25 copies of *Cad-Cam Warrior,* their latest 8000 screen blockbuster for the Commodore 64. With games like *Super Pipeline* and *Poster Paster* already under their belt, Taskset look as if they could have come up with one of 1985's big hits, and 25 runners-up will receive a free copy of the game direct from Taskset.

Now for the competition. All you have to do is look at the three simple questions below and enter the answers on the form. You must then complete the tie-breaker using not more than 20 words, fill in your name and address, and post the form in an envelope to: **Taskset Competition, Personal Computer Games, 62 Oxford Street, London W1A 2HG.** Closing date for entries is **January 21st, 1985.** Good luck!

Here are the 3 questions:
1 Which software company has its offices in Bridlington?
2 Which Taskset game stars a character called Bill Stickers?
3 In which arcade do you encounter Landers, Swarmers, and Pods?



TASKSET'S MASSIVE NEW RELEASE

CadCam Warrior is a stunning 8,194 screen mega-shoot-'em-up from Taskset, who've already notched up a terrific reputation with games like *Super Pipeline* and *Poster Paster*.

It is set inside a 'machine-generated environment' – 8,194 locations, every one different, and all leading to the System Core, which houses memory banks that YOU must repair!

Each screen is different and threatens the player with instant destruction. You can succeed by clearing every screen, which may involve blasting everything in sight, collecting objects, or some other task. The game is so vast, however, that achieving victory in this manner could take days of continuous play.

Tasket have incorporated an ingenious system that rewards your performance on a particular screen by making special 'short-cuts' available to the player. Once you've completed a screen, the program offers you a choice of exits. Some will lead you further on your journey – but others could lead you into BIG trouble!

Unlike a lot of multi-screen games, this one will keep your heart in your mouth every inch of the way (so be careful not to cough while playing), AND there are 25 free copies waiting for 25 lucky people in our competition – so get your entry in now!

Above is just one of the 8,194 hostile screens from *CadCam Warrior.* Each screen shows a metallic design with two surfaces. The upper half shows the top surface of the plate and the lower half shows the darker, underside. You will have to do battle on both surfaces to emerge victorious.

Taskset Competition Entry Form

Name...

Address...

....

The answers to the questions are:

1)...

2)...

3)...

If I met a Mutant on a bus, I would (max 20 words) ....

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Stay ahead if you can. But whatever you do, stay on course.
Stay ahead if you can. But whatever you do, stay on the course.
If you don't, one of two things will happen.
You'll slow down and lose valuable seconds getting back into the race. Or worse, you'll end up on the seat of your pants.
Who says computers don't like to get dirty?

Your agents risked their lives to find the enemy's secret headquarters.
Now you're risking yours to destroy it.
And they know you're coming.
Time is short, so you'll have to fly. But fly too fast, and you'll squander your precious fuel supply.
Needless to say, they don't issue parachutes on missions like this.
As you soar over hundreds of miles of distinctly unfriendly territory, the action is thick, fast and frighteningly three-dimensional.
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All he really wants to do is build his circuit boards and go with the flow. But things keep getting in the way.
Ohms — a negative influence — bug him regularly. They're harmless, but only from a distance.
Flash, the lightening bolt, disconnects everything in his path. Which can be frustrating after a hard day on the circuit.
And the cunning Killerwatt is out to fry poor Edison's brains.
But our hero simply solders on.
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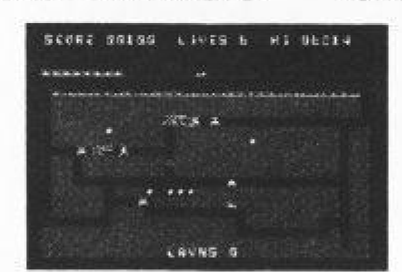
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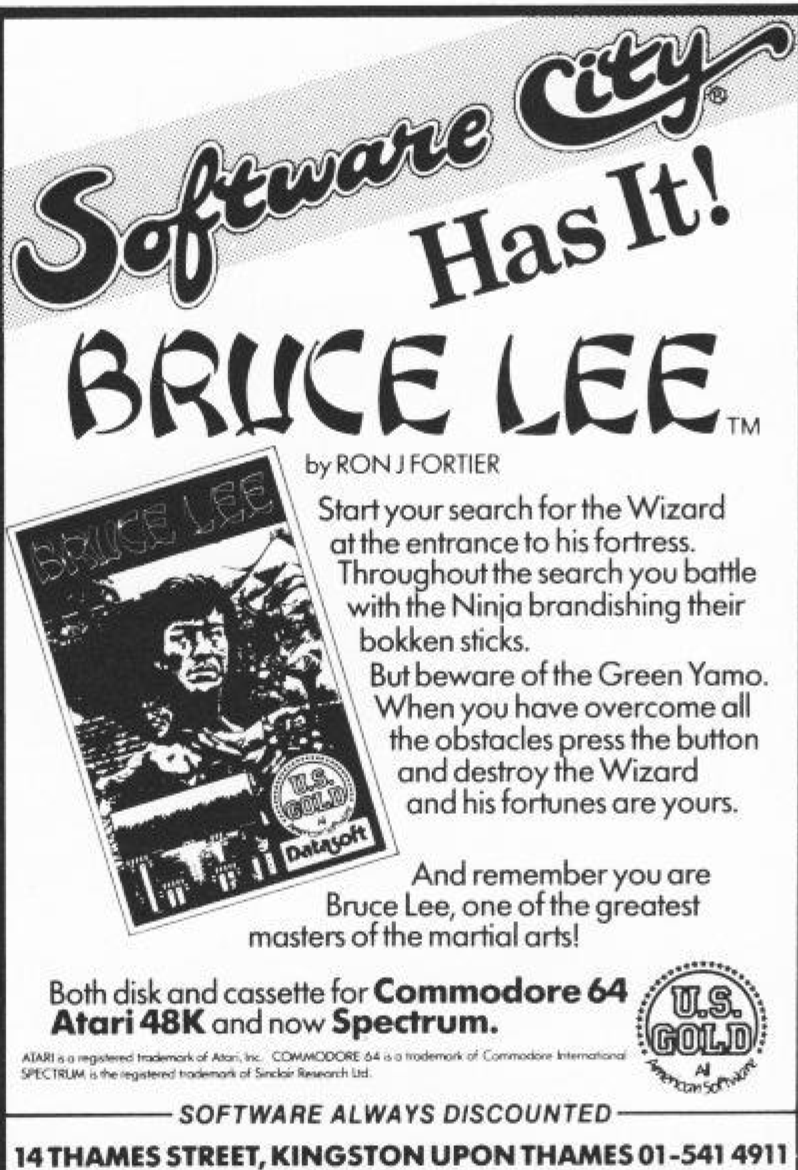
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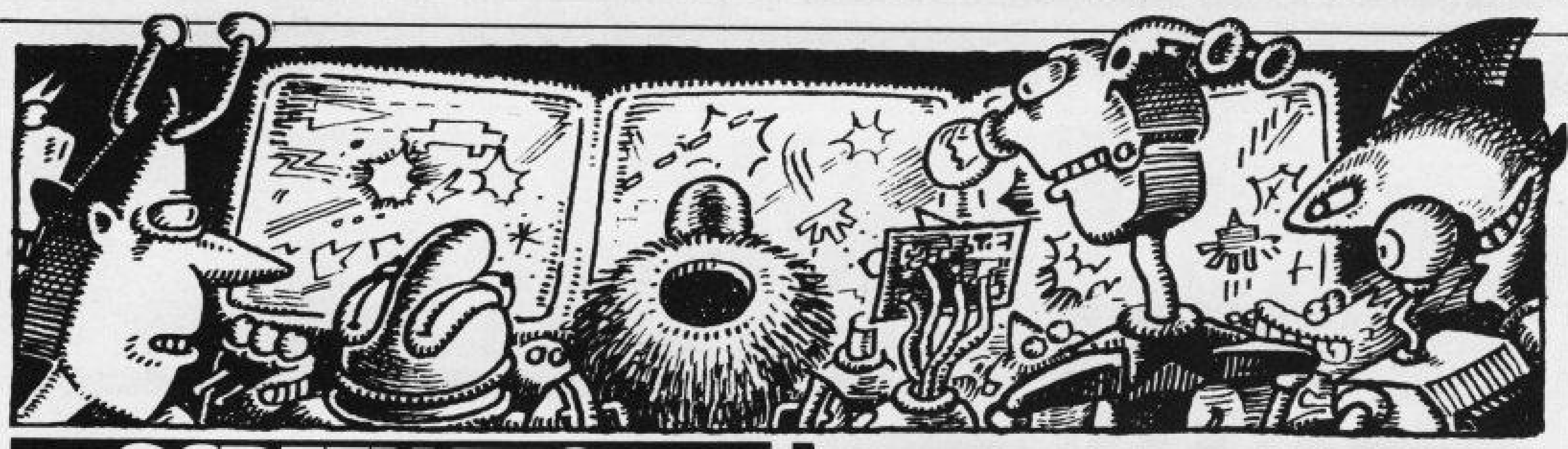
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SCREEN TEST

The section this month is completely dominated by the two new games from Ultimate. So much so that we've labelled both of them Game of the Month. Many Spectrum owners will already have seen the games by the time they read this – but perhaps they'll still appreciate our map of *Underwurlde*, and some tips on both games which aren't to be found in the instructions.

Tir Na Nog, Jasper! and *Buggy Blast* are also big hits on the Spectrum, while '64 owners will have to be content this month with Beyond's slick new package *Psi Warrior*. There's also plenty of impressive software for the BBC, Oric, Amstrad and MSX machines – so turn the page and feast your eyes.

The PCG ratings – marks out of 10

GRAPHICS: Are they colourful, realistic, detailed? Are creatures well animated? Is movement smooth? Does the game look different, or is it similar to plenty of others on the market?

SOUND: Does it succeed in adding good atmosphere to the game? Is there plenty of variety? Is it annoying? Is there good music?

ORIGINALITY: Does the game contain significant new ideas, or is it simply a rehash of overused and tired themes? When you play it do you think 'Wow, this is different'?

LASTING INTEREST: The most important rating. Is the game addictive? Does it have depth? A long-term challenge? Will you still be playing it in a month's time?

OVERALL: This takes into account all the above, plus the price of the game. If we think it's over-priced for what it is, it could get marked down.

GAMES OF THE MONTH

Knight Lore (Spectrum)	56
Underwurlde (Spectrum)	90





FRASER MARSHALL

A 17-year-old Scot from Glasgow and owner of a Commodore 64 and Vic 20. When he's not playing one of his 80 '64 games – or programming one of his own – he likes photography, fishing and hockey.



PETER CONNOR

Full-time PCG staff writer of enormous age (but still under 30). Has a passion for fast-moving arcade games. Loathes adventures. 'None of 'em are worth one screen of *Snapper* or *Rocket Raid*!'



PETER WALKER

Comes from Prestbury, Cheshire and owns a 48K Spectrum for which he claims to have a 'hefty' software collection. 16 years old.



SAMANTHA HEMENS

Just turned 19 and prefers to be called Sam. Works full-time for PCG and shows a mean touch on micro games, when she's not too busy coping with PCG's huge mailbag.



SIMON ROGERS

A 16-year-old from Oxford. Has a Dragon and friends with four other micros. Enjoys playing *Chuckie Egg*.



JEREMY FISHER

A winner in our competition thanks to a sparkling review of *International Soccer*. Aged 16, lives in Barnsley, Yorkshire and owns a '64 and an expanded Vic 20.



SIMON CHAPMAN

Another 16-year-old, works for a computer shop in Leicester and claims a background knowledge of several thousand different computer games.



BOB WADE

Another full-time staff writer, he's already worked his way through a massive number of games in the few months he's been at PCG. Aged 19 and the owner of a Sinclair QL.



CHRIS ANDERSON

PCG's long-suffering editor, aged 27 and owner of a Spectrum and Commodore 64. Too busy editing the mag to spend as much time as he'd like at the keyboard.



SHINGO SUGIURA

A 17-year-old Londoner and computer addict. Owns a BBC, Oric, CGL M5, and a broken ZX81. Also writes programs and has had one published in PCG.



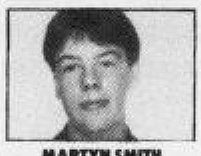
RICHARD PATEY

Aged 14 and comes from Cambridge. Everyone in his class at school has a micro – Richard himself has a '64 and an impressive writing style – his father works for the Daily Mirror.



ROB PATRICK

A 16-year-old from London, beginning work on A-levels. Has access to a Spectrum and BBC on both of which he's seen stacks of games. Didn't want his picture published.



MARTYN SMITH

Aged 15 and lives in Aylesbury, Bucks, preparing for O levels. Owns a Spectrum 48K but also likes football, music and Marvel comics.



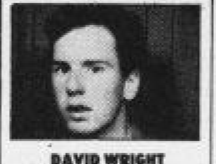
STEVEN FILBY

Another of those '64 owners, he's 18 and lives in Bedford. Likes playing with computers and playing with words.



STEVE SPITTLE

Aged 17, his job in information technology gives him access to most home computers. Enjoys being on PCG's panel because 'I like receiving bulky parcels'.



DAVID WRIGHT

A 16-year-old from Chester and an avid Atmos owner. He's had his micro seven months and is a keen adventurer, while still being partial to a bit of Galaxian-blasting.



STEVE COOKE

PCG's 29-year-old deputy editor – has a Spectrum, used to own a Lynx, and has just bought an Amstrad which he sees as the best thing since the advent of adventure games.

1 GAME OF THE MONTH JANUARY 1985

KNIGHT LO

The inlay card for *Knight Lore* makes intriguing reading. '3D scenario' it says. Also, 'amazing animation'. Plus 'Filmation, a unique process whereby you have complete freedom within the confines of your imagination to do as you wish with any of the objects and items.' Sounds like the usual promotional con? No, this game is as much of a breakthrough as Ultimate claim.

For a start, the graphics are astounding. There have been plenty of 3D games in the last year, but this one is in a class of its own. The characters and objects are large and completely solid, not just line drawings. The perspective is as clear and convincing as you could hope for and yet, the action remains satisfyingly fast and precise.

You might think all this is just pretty window dressing. In fact, the 3D presentation is essential because most of the game's numerous puzzles simply couldn't be displayed in 2D.

The story goes like this: Sabreman, having escaped from the jungle and the Underwurlde now finds himself afflicted by a curse which has made him a werewolf. The only being who can free him from it is a certain wizard who must be located and given certain objects to create the necessary spell.

So, Sabreman spends his time roaming through the wizard's Escher-like castle, trying to get safely through 100-plus rooms, picking up objects en route. He has 40 days to complete the task – the passage of each day being indicated at the bottom of the screen where a sun and a moon rise and fall alternately. Every time the moon rises, Sabreman changes into a wolf, clearly a nasty experience even though the wolf does look rather cute.

But it's the challenge presented by individual screens which makes the game. There are spiked floors to be avoided, floating paving stones which may sink when you jump onto them, and evil barbed balls which fall from the ceiling. Then there are brilliantly drawn ghosts which rush through at dangerous speed, armoured guards plodding soberly in straight lines, and white spheres, which usually bounce gently around the screen, but can also act as a kind of ball-bearing to roll paving stones from one place to another.

These elements have been combined in different ways to create the most ingenious puzzles. In one screen an object you need is surrounded by spikes – you can drop onto it from above, but escape seems impossible. However, if you stand on a sinking paving stone for just the right amount of time, you can create a path to safety. Elsewhere there are objects hidden under paving stones, as well as booby-trapped objects – collecting one might cause barbed balls to fall and block your escape.

Control of Sabreman marks a departure for Ultimate. There are two keys to turn him left and right, another to move him forwards, two more to jump and pick up objects. This mode of movement takes a little getting used to, but at least the company have abandoned their traditional control key layout in favour of a much more workable arrangement. Joystick owners have an option called 'directional movement' which many people will find even easier.

One criticism of the previous three Ultimate games was that interest in them was bound to wane once they had been solved. I don't think this will happen with *Knight Lore*, because even after solving the game, there will still be the challenge of solving it in fewer 'days'.

There's no doubt about it, Ultimate's magic is as powerful as ever. *Knight Lore* will be every bit as influential as *Atic Atac* was a year ago. It's a spell binding triumph.

Chris Anderson

WHAT THE INSTRUCTIONS DON'T SAY

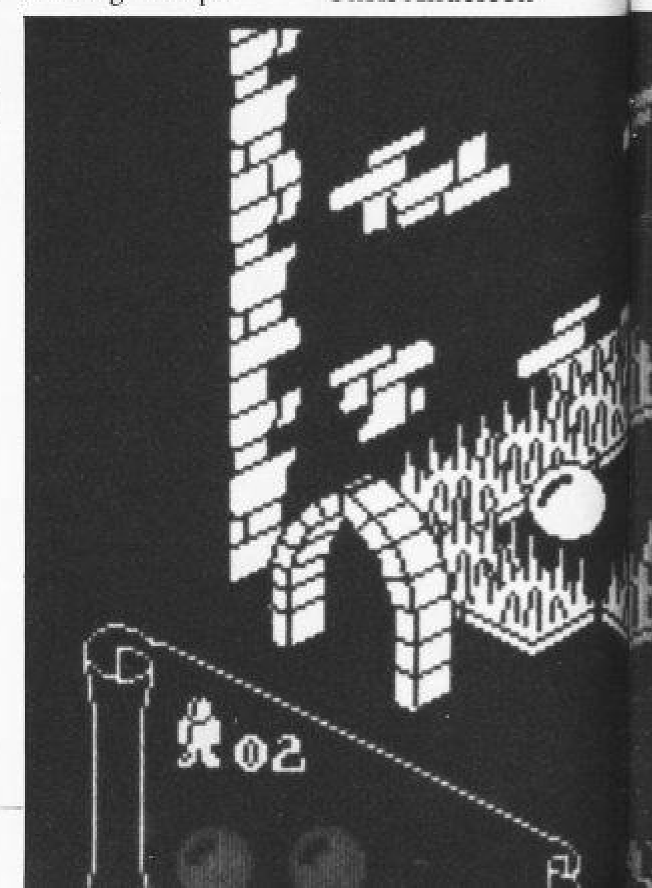
As with all Ultimate games, the cassette inlay is less than explicit about what you're actually meant to do in *Knight Lore*. Now all can be revealed:

Scattered around the many rooms of the castle are various objects such as crystal orbs, potions, boots, and crystals. You can carry up to three of these at once.

Once you've picked up three you must find the location in which the wizard walks around his cauldron. One of two things will happen. The flickering spell on top of the cauldron may attack you – in which case get out fast.

Alternatively, it may flash up a picture of an object. If you have this object, move it into the 'drop' position of your status display and then hop over the side of the cauldron (avoiding the wizard). This effectively drops that object into the brew.

You simply have to keep repeating this procedure with fresh objects until the brew is complete. The bad news is that you have to put in no less than 14 different objects – which could take some doing. But it can be done. (Both *Underwurlde* and *Knight Lore* were solved by games freaks within a week of their release.)

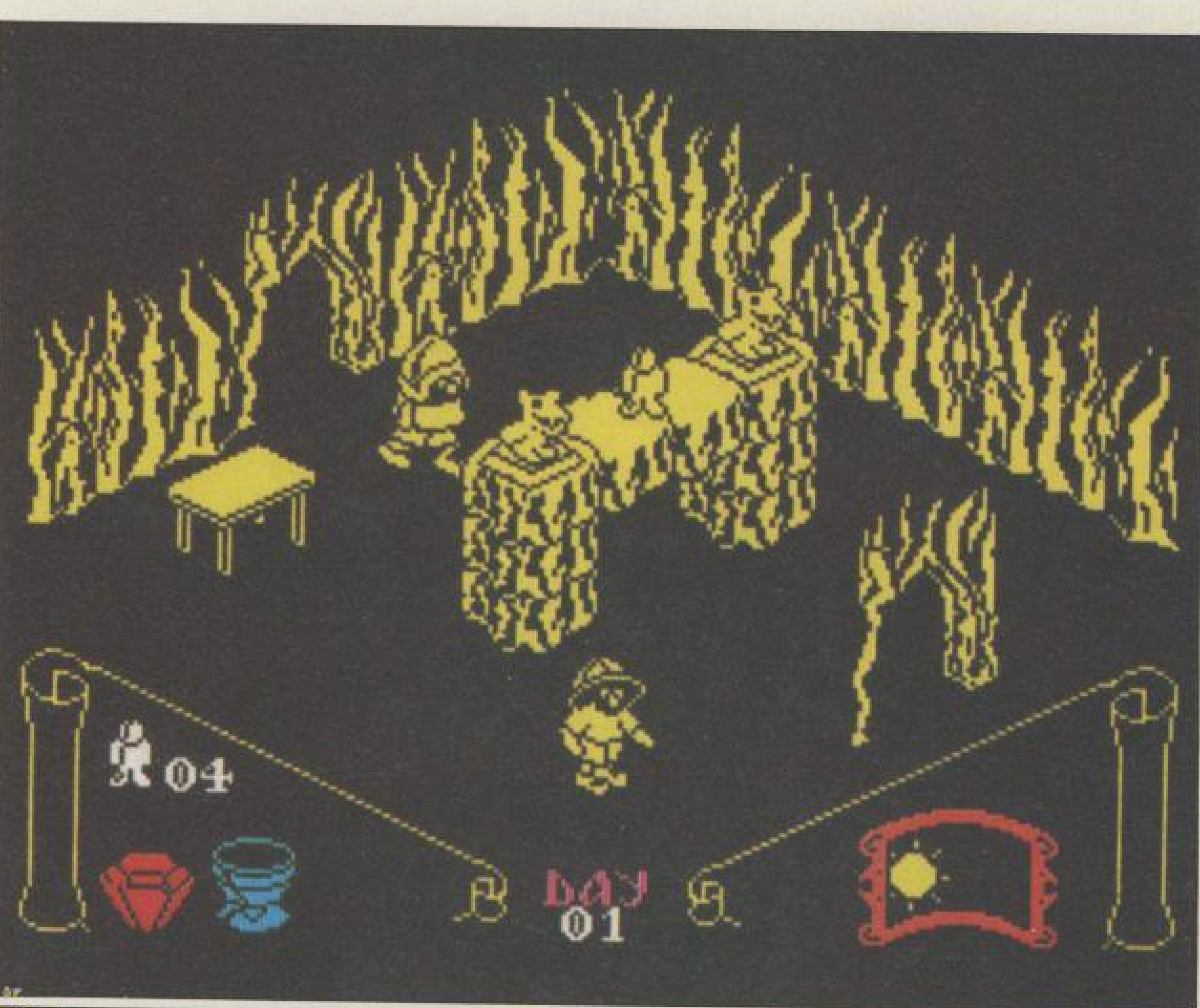


RUM • SPECTRUM • SPECTRUM

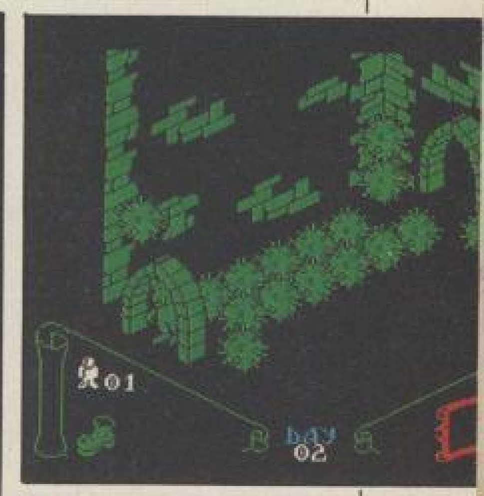
ORE

GAME: KNIGHT LORE
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP, SINC, CRSR
FROM: ULTIMATE, £9.95

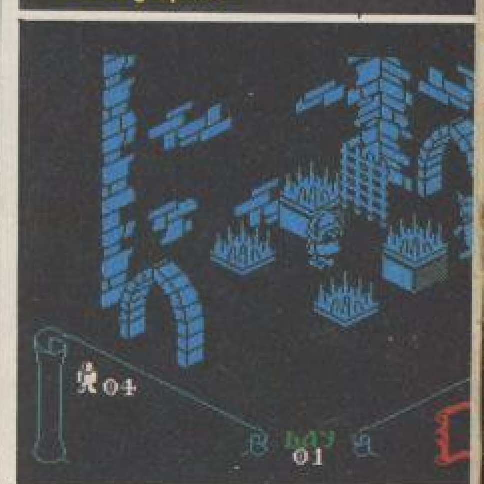
GRAPHICS	10
SOUND	7
ORIGINALITY	9
LASTING INTEREST	10
OVERALL	10

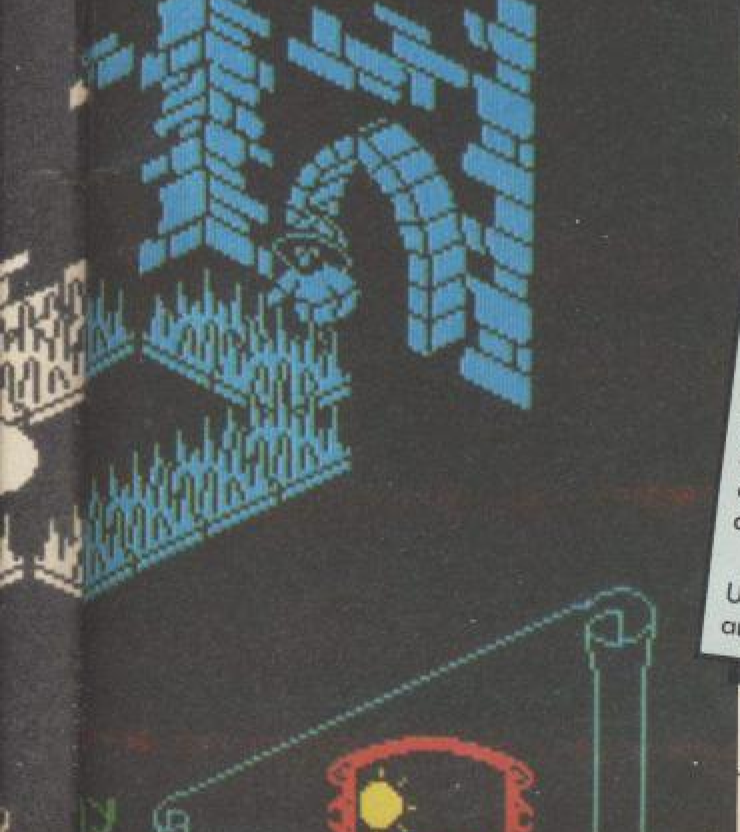


● Each room presents you with a puzzle – even if it's only getting to the other side. Some of the more complex tasks require really ingenious solutions.



● Superb atmosphere and 3D graphics





PANEL POINTS

Like everyone else I was pretty devastated by this game. Not only are the graphics superb, but the game itself is chock-a-bloc with original touches. Somehow the 3D effects manage to generate a real sense of 'being there'. That, in itself, is quite an achievement given the limitations of 3D representation on a small screen, and Ultimate have obviously put an awful lot of thought into the design of each screen.

Other features that particularly appealed to me were the way your character keeps glancing excitedly about him, and the fact that you could 'reset' a screen to its original state by leaving it and re-entering it. Reckon I'll be losing quite a few knights' sleep over this one.

Steve Cooke

Ultimate have finally gone the whole hog and put Sabreman into 3D. This filling out of the classic explorer has given him a new lease of life and I found the game tremendously absorbing.

While the room layout may remind you of *Atic Atac* the new perspective and the problems set provide a new challenge. Brilliant graphics and Ultimate sound effects as usual and they're still keeping ahead of the competition.

Bob Wade

The transformation from man to werewolf is brilliantly executed, and I was almost tempted to sit back and let days turn to night just to admire those special effects.

But the game is also very playable, if not easy to solve in the 40 day limit. I found the controls difficult at first but they soon became very responsive – though not responsive enough for me to get anything better than a rating of 'Poor'. It's a marvellous game and one I'd stick at until I'd cracked it.

Peter Connor



Screen Test

COMMODORE 64 • COMMODORE

GAME: GHOSTBUSTERS
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: ACTIVISION, £10.99, £19.99 D

Ghostbusters has some beautiful touches. The first is the horrible ghostly laugh that drifts out of the set when the game is loading. Then on comes the chart-topping theme music, with the words appearing line by line on the screen so you can sing along – brilliant!

Bopping around on the chair I intrepidly pressed the F1 key and went into the game itself. Your first task is the rather mundane one of getting your spook-hunting franchise and getting a loan from the bank.

The next screen displays a selection of ghostbusting equipment and their prices, and you have to consider how best to spend your resources. The hardware includes a choice of car (from coupe to station wagon) and traps, bait, image intensifiers etc.

The next step is to press E, which shows you a map of the town, with your position represented by the Ghostbusters logo.

Your aim is to catch 'slimmers' and stop 'roamers' from reaching the dreaded Temple of Zuul. Roamers are yellow ghostly creatures, and quite easy to catch by freezing them. Pressing the fire button you then see a representation of your car on a three lane road and when they appear you suck them in with your vacuum. Slimers aren't such a doddle.

Stopping outside a red flashing house – which means there's a slimer inside, you press the fire button. When you get there, you have to deposit the trap, station your men and catch the blighter. For this you receive money. If you manage to catch enough slimers and avoid paying damage when the marshmallow man appears (press B quickly) then you might make it to the Temple.

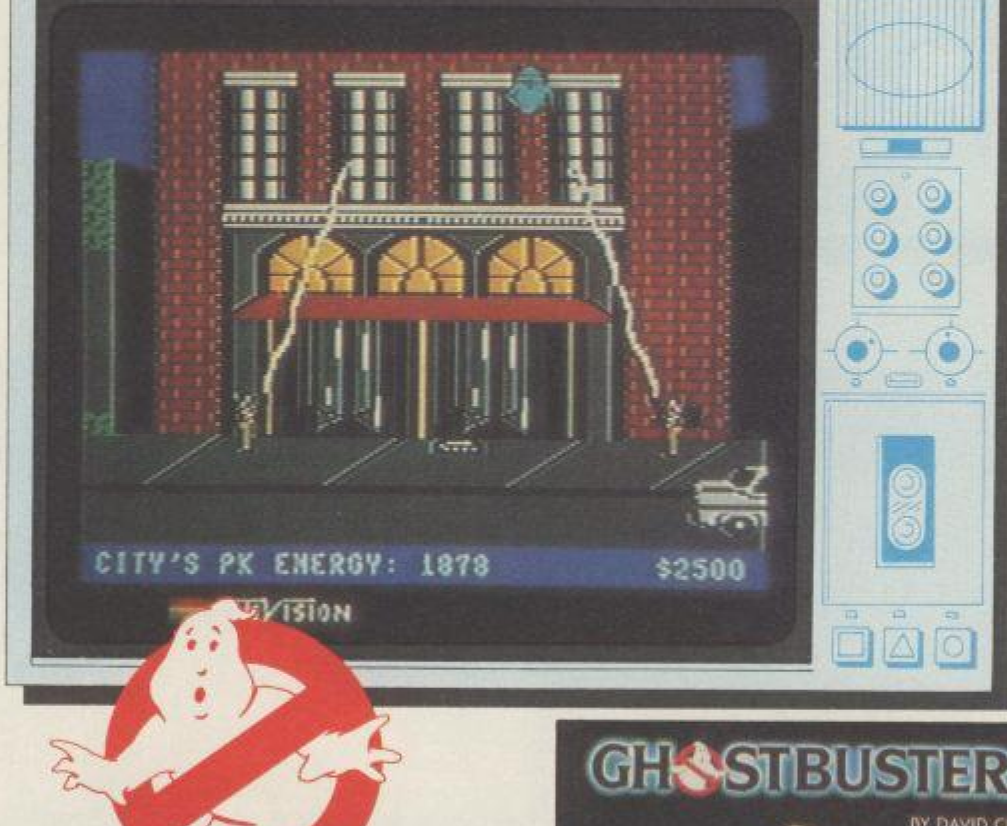
To reach the Temple of Zuul you must be able to cover your bank loan, then creep past the patrolling marshmallow man to reach the top of the building and confront Zuul.

The four kinds of screen you see aren't graphically brilliant but definitely come up to standard. Difficulty is determined by the amount of Psycho-Kinetic energy (PK) in the town. As your PK goes up the harder it gets. The PK will rise drastically if you miss any of the ghosts.

When it reaches major proportions – around 10,000 – the Keymaster and Gatekeeper will reach the temple and you, unfortunately, are bankrupted and foreclosed by the bank.

Body-popping music, good graphics and an obvious sense of fun, I felt this game lived up to its hype – and will be a real blast for people who enjoyed the movie.

Samantha Hemens



● The city plan showing four roamers heading for the Temple of Zuul



● Attempting to catch a slimer by guiding it within range of your trap

GRAPHICS	7
SOUND	10
ORIGINALITY	7
LASTING INTEREST	7
OVERALL	8

PANEL POINTS

The presentation and initial impact of this program are unbelievable. The music and speech could hardly be bettered. And small touches, like the way you use a fork-lift to load your car, are so slick it's unreal.

The game itself might not work, were it not for the fact that it succeeds so well in recreating the feel of the film. Cynics will say the game-play is terribly simple, but thanks to the music and the overall structure of the game, most people will find it offers hours of entertainment.

Chris Anderson

Uh-oh slimed again and laughed at as well. The music and speech synthesis are tremendous and can only add to what is already a very good game.

The two city stages of the game are fairly simple but the challenge is getting enough money together and this combined with the delightful graphics and music I found it a great game to play.

It might have been nice to have variation in the way you capture the slimers but overall it's a winner.

Bob Wade

I don't usually play around with the supernatural and *Ghostbusters* hasn't really made me much more enthusiastic.

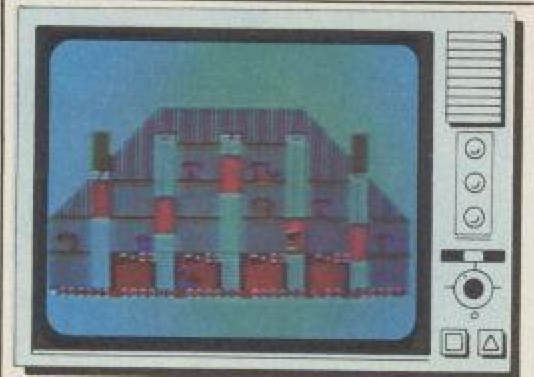
The problem is lasting interest. Essentially you just drive around trying to catch slimers. This isn't terribly easy, but it isn't terribly varied.

It may well take a long time to get more money than you started with, but that doesn't necessarily mean it will be interesting. I don't think this game is everything it's cracked up to be.

Peter Connor



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GRAPHICS	7
SOUND	6
ORIGINALITY	6
LASTING INTEREST	7
OVERALL	7

GAME: BRISTLES
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: STATESOFT, £8.95 C, £10.95 D

This game about painting houses comes with a comprehensive 12 page set of instructions. Don't let this put you off – it is in fact a simple game of slapping emulsion all over a house.

Each house has a number of rooms connected by lifts and steps which allow you to move from one to the other, painting as you go. You have to paint the entire house within a time limit which gets shorter on the higher levels.

Each dwelling has a selection of hazards which you must avoid. For example, Brenda the Brat puts hand prints on the walls and has to be kept quiet with a candy stick.

A series of malevolent buckets also causes problems with flying half pints whizzing across levels, dumb buckets shuttling up and down floors and their leader, the bucket-chucker, pursuing you relentlessly. Don't worry though, some of them don't appear until higher levels. Avoiding these horrors is mostly a matter of jumping, ducking or moving quickly to another storey of the house.

There is a total of 48 levels. Each level consists of eight buildings containing six levels. The graphics are good and you



GRAPHICS	7
SOUND	5
ORIGINALITY	4
LASTING INTEREST	7
OVERALL	7

GAME: ROCKET ROGER
MACHINE: CBM 64
CONTROL: KEYS
FROM: ALLIGATA, £7.95 C, £11.95 D

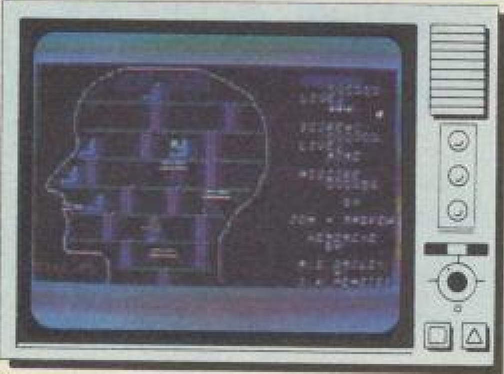
You control Rocket Roger, our intrepid hero with backpack-and-all, in his effort to collect 99 crystals from above and below the surface of a planet where his rocket has crash-landed without too much apparent damage.

It is an eight-way scrolling game with a little too much similarity to *Son of Blagger* for my liking and I do not think the added feature of being able to fly compensates for this. The thirty square feet of playing area boasted does not seem to pose as big a challenge as *Son of Blagger* but it is still pretty difficult.

The planet surface where you start is littered with volcanoes spitting lava and you aren't safe from these anywhere on screen. Spaceships and descending meteors are also early dangers but judicious use of your jet pack and the fire button can get you past them.

The crystals fuel both your jet pac and your spaceship so you have to keep up your collecting to avoid crashes. This isn't easy in the caves where laser beams and sliding doors bar your way.

Graphics are slick and professional in all respects, including the nasties which guard the entrance to the lower world and all those in the underground zones which the game is divided into. The



GRAPHICS	7
SOUND	6
ORIGINALITY	6
LASTING INTEREST	6
OVERALL	6

GAME: HEADACHE
MACHINE: COMMODORE 64
CONTROL: JOYSTICK, KEYS
FROM: FIREBIRD SOFTWARE, £2.50

This is one of the first in a new range of games from Firebird Software, sold at a price that won't break the bank. Firebird are a subsidiary of British Telecom and not surprisingly, from the people who brought you 'the power behind the button', a keyboard option is given. So what do you get for your money? More than you might expect.

This simple, yet originally presented game, is made more compulsive by a change of opponents with every level and good sound effects, including explosions and a noise similar to the Tardis, of Dr. Who fame, taking off. The final touches are a pause facility and a music on/off option – a shortcoming on most other games.

As Ned, a robotic-looking character, you must run around a head-shaped area collecting impulses from what appear to be people sitting upright, and carry these to either a rather small-looking brain at the top of the head or to the neck. Blocking your path is Head Banger, an unfriendly little chap who wields a hammer and runs madly about the screen chasing you. His aim in life is to give you a fatal headache.



GRAPHICS	6
SOUND	6
ORIGINALITY	5
LASTING INTEREST	6
OVERALL	6

GAME: JINN GENIE
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: MICROMEGA, £8.95

Jinn Genie is another Commodore game set in mystical Arabia. Your aim is to find the magic jar, the only vessel capable of holding and banishing the wicked Ifreet. You must save the Golden City from his evil ways!

In the first screen you must fly through the flying devils on your magic carpet. You can also destroy them with magic spells. To do this you press the fire button on the joystick, which will make a spell causing a cloud-like sprite to appear. You then manoeuvre it round the screen until it is over one of the devils. This sounds fiddly but it is quite easy to do.

On the second screen you must find a window which opens for you, by climbing various ladders. This is a bit of a con really, since it is always the eighth window you try!

On the third screen you must light various torches which will enable you to find the magic jar.

Finally, you come to the inner sanctum where you must trap the Ifreet in the jar. Again you control both the hero and the jar with the joystick, using the fire button to switch between them. If

MODORE 64 • COMMODORE 64

can choose one of eight different painters to use as your character.

Each of the skill levels is different, which stops the game from getting boring. For example, on level two your painter uses invisible paint! And on skill level six, not only is the paint invisible, but you have to paint all eight buildings in the dark!

After you have completed each building you are given a word which will eventually make up a sentence. This makes the game even more addictive.

I recommend all Commodore 64 owners to add *Bristles* to their shelves. Painting has never been such fun!

Steven Filby

It's not the graphics and it's not the sound that makes *Bristles* a good game – so what is it? I'll tell you. It's a new and original idea, with the option of four people playing the game. It offers very good family entertainment.

Adrian Ogden

Graphics are rather simple on characters and houses but there are elegant touches at times. Sound is really just as good when it loads as in the actual game. I took geat delight in discovering the word at the end of the screen and this seemed to add to the challenge.

PANEL POINTS

Definitely a competent piece of software for your collection.

Simon Chapman

Home owners who have been promising to redecorate their houses for years can now do somebody else's from the comfort of their armchairs. This version of the simple painter games has much more to it than its crude predecessors.

There is lots to keep you alert with things moving everywhere, most of them trying to return you to the basement.

Certainly more fun than the real thing.

Bob Wade

scrolling is what you'd expect from Alligata – the best. There isn't an awful lot of sound though.

An important word of warning – YOU CANNOT USE A JOYSTICK!! Boo! Hiss! I hear you cry. Never mind, there are only four keys to use, and you can really forget the jump key with your super jetpac.

You could collect crystals or simply explore the underground caverns. Staying in a zone will result in being killed by a vicious football. Do not hit the edges of the caves or any aliens. Don't run out of fuel either. All will result in losing one of your five lives. Plenty to keep your interest for a long while.

Simon Chapman

With a playing area 90 times that of the area seen on-screen, stacks of variation in the aliens, missile command style explosions and plenty of 'whizz-bang' sound effects, *Rocket Roger* will set your pulse racing every time you play. It easily ouflies, outmanoeuvres and outguns any opposition from its arch-rival *Jetpac.*

Fraser Marhsall

I found Roger's rocket rather insensitive to control, particularly when you can only use the keyboard. This means I kept plummeting to earth instead of gently gliding downwards. This, combined with

PANEL POINTS

the fact that you cannot see the ground at maximum height, caused many fatal crashes on the craggy planet surface.

If you can get the hang of the control, the game presents lots of challenges with a shoot-'em-up feel to it and an awful lot of crystals to collect.

Bob Wade

An extremely addictive game this, with many original touches. The graphics and the movement are brilliant. The controls, though, are extremely difficult for a gamester who relies solely on his joystick but this is my only grumble.

Adrian Ogden

Head Banger is helped in his mission by the Throbs – evil aliens who start off as 'jelly-fish'-like creatures but mutate on later levels to weird and wonderful things like potato waffles and octopuses. If Ned beats the clock, which ticks relentlessly as he races about, and defeats Head Banger and the Throbs, he moves further into the game. My only criticism of *Headache* is that it is sometimes awkward to move Ned up the ladders.

This game shouldn't be discounted because of its price. It isn't a great game but it isn't bad either and it won't be a costly mistake if you're not entirely happy with it.

Fraser Marshall

The whole game has a very professional appearance, from the clever split screen effects to the excellently animated nasties. Ned himself was rather difficult to control, moving too quickly and climbing ladders when you didn't want him to.

As with the graphics, there were some very flashy sonic effects. I hope they don't let success go to their heads (get it?).

Jeremy Fisher

Even after my thirtieth game I was still hungry for more – talk about being addictive; it even approaches *Chuckie*

PANEL POINTS

Egg standards! The sound matches the graphics, mediocre yet extremely powerful during the special effects.

At this price, it is definitely one for your library – it may not be a classic, but few games will give so much enjoyment.

Richard Patey

Running around your own head is a wonderful idea, but I'm not sure I fancy firing that laser inside mine. One annoying feature is the appearance of the Throbs at the top of the head which makes getting to the brain very difficult.

Bob Wade

you manage to get this far, which isn't too difficult, the game starts again at a harder level.

Fortunately you can start at higher levels, which is a good idea since the first level is so easy it becomes a bit of a bore.

Sadly, most screens are of good old *Manic Miner* type. Despite the fact that the graphics are very colourful and of a good quality, and that the game has a good story, at £8.95 it is a bit over priced. There are many other good platform games that are a lot cheaper, so unless the price of this game is brought down, you might be better off buying one of the others.

Steven Filby

Micromega's first tentative step into the Commodore 64 market is definitely commendable. It won't stretch your mental abilities and the easier levels are a pushover, but as you progress things get tougher and with several different sections to each city you've got a variety of tasks.

There are some clever parts of the game like the Sphere of Oblivion and the gradual brightening of the rooms as you light torches. Not exactly one of the mystical delights of Arabia but good enough for me to want to play again.

Bob Wade

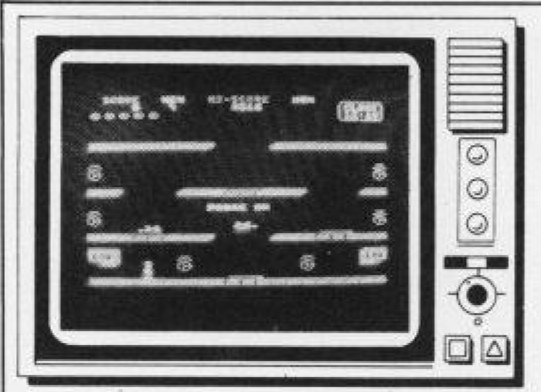
PANEL POINTS

The idea of the game is quite brilliant and includes some new interesting features. I particularly liked the way you have to manoeuvre the pot around and eventually stopper it to trap the Genie.

The sound was pretty authentic but not so good on the old ears if you're not into Arabian music.

Nasties encountered didn't change much from city to city but multiplied vociferously towards the end of the game, and the graphics, although interesting, certainly weren't awe-inspiring.

Samantha Hemens



GRAPHICS	6
SOUND	5
ORIGINALITY	7
LASTING INTEREST	7
OVERALL	7

GAME: TOY BIZARRE
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: ACTIVISION, £9.95

A highly original game where you must guide Merton the maintenance man through 'hours' of turning off valves in a factory. If you don't turn them off, you get balloons that fill up and float gracefully to the top of the screen and mutate into nasty little gremlins.

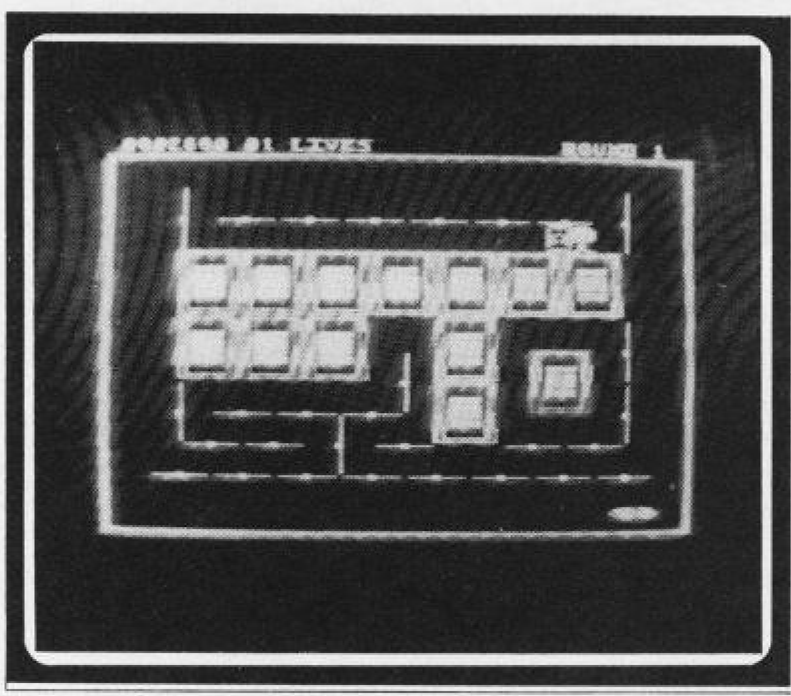
These baddies – don't be fooled by their 'innocent toy' acts – will hop around the platforms and six pistons where you may jump out and nab 'em.

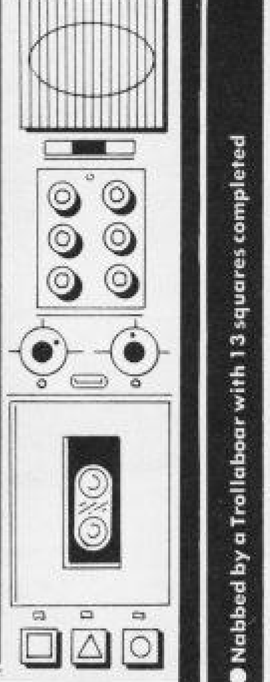
To make life difficult, the overweight Hefty Hilda regularly appears and turns the valves back on. There are bonus phases (called 'Safety Checks'), an increasing number of Hildas and gremlins, and changing arrangements of platforms to keep up the interest.

The display is really just a side-on view but there is just a hint of 3D on the platforms. Merton has to run along the platforms, jump over Hilda and the other deadly nasties, and super-bounce onto higher levels.

A game with a good tune at the beginning of each 'hour' (level). There is a time limit on the game so be quick to get those gremlins!

Animation is smooth and the sound





● Nabbed by a Trollaboar with 13 squares completed

GAME: DRELBS
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: US GOLD, £9.95C, £12.95D

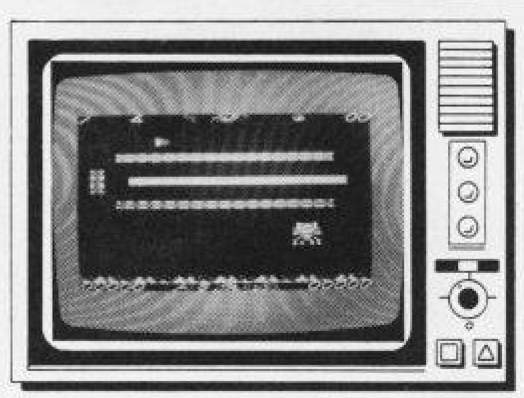
This is one of those simple two-stage games which get progressively harder the longer you play.

Stage 1 places you on a screen cluttered with revolving panels, which you must arrange in sets of four panels so that they form a square.

Once you construct a square out of four panels it colours in. Nudging all the available panels into squares takes you on to the next phase of the game.



GRAPHICS	7
SOUND	5
ORIGINALITY	7
LASTING INTEREST	5
OVERALL	6



GRAPHICS	6
SOUND	6
ORIGINALITY	6
LASTING INTEREST	6
OVERALL	7

GAME: FATTY HENRY
MACHINE: VIC 20 UNEXPANDED
CONTROL: KEYS, JOYSTICK
FROM: SOFTWARE PROJECTS, £5.95

Ever been worried about being eaten? Well here you are a nice fat little fish called Thwitchy Thwilly plucked from your watery wonderland and thrown into the oven of a first class restaurant.

Trapped in the oven you find flames licking along the bottom of the screen – put them out or your goose (do I mean trout?) is cooked. Thwitchy automatically drops towards the flames so you have to have a light touch on the joystick or keys to avoid fatal crashes.

The flames are extinguished by collecting the drops of condensation that form at the top of the oven and releasing them onto the fire below.

Needless to say things aren't as simple as that and there are a variety of hazards to overcome. You can select any one of six screens to start at, but some are much harder than others and you would be wise to begin with the first screen that appears on the demo run. Different dangers appear on each of the ten screens but one ever present risk is the flames that shoot up a column to try and fry you.

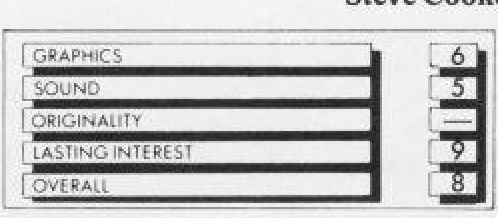
Other threats are flying pieces of food, a rotating spit and the infamous animal of the title – the restaurant's pet dog

GAME: FIGHTER PILOT
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: DIGITAL INTEGRATION, £9.95

Here at last is one of the greatest flight simulators for a home micro, translated from the Spectrum.

Six options, from landing practise through to thrilling 3D air-to-air combat, plus four skill levels, comprehensive controls, and good instrumentation make this a winner for anyone who longs to take to the skies.

Steve Cooke



GRAPHICS	6
SOUND	5
ORIGINALITY	—
LASTING INTEREST	9
OVERALL	8

GAME: SPACE INVADERS
MACHINE: VIC 20 UNEXPANDED
CONTROL: JOYSTICK, KEYS
FROM: LIVEWIRE, £4.90

It's a long time since I've seen a micro version of this game, the grand-daddy of them all.

Even though I enjoyed the game for its nostalgia value I have to admit that it isn't one of those games that age cannot

E 64 • VIC 20 • COMMODORE 64

effects are continuous without being off-putting. Pity there's no music-as-you-play which I do enjoy.

It's a little awkward to bounce onto higher levels at times. Detail of the graphics is only reasonable but it does not need to be superb to be an entertaining and pleasant game.

One of the better new releases from Activision but, surprisingly, the loading of this game is around seven minutes. So, it would benefit from a faster loading system.

However, I think it's neat, well presented and with enough different variations to be worth the rather lengthy initial wait. **Simon Chapman**

PANEL POINTS

You'll never want to see another toy again after this game! It's very simple, yet very addictive. My complaint is that the music could be much better.

The toys look so lovable at first, it seems a shame to finish them off! But after they have finished you off a few times you won't mind so much.

Steven Filby

There is no doubt that this game is bizarre – why balloons, indeed?! Despite this it is a fairly playable game with some interesting graphics.

I didn't think so much of the sound, but when Activision do set the registers, and SID echoes forth a tune, everyone is happy.

Toy Bizarre did not hold my attention for long. Technically it may be good – it's just not addictive enough.

Richard Patey

The title is a clever play on words but the game is not bizarre enough to hide its platform scenario. Though the original idea of using booster pads to stop your adversaries is one of the best. There's frenetic action as you chase around the screen trying to keep everything under control.

Bob Wade

There are a couple of problems, however. The first one moves clockwise around the perimeter of the screen, blasting off the occasional bullet and another patrols the rest of the display, shifting panels (but without filling in squares) and killing you on contact.

What's more, every so often a hideous face will appear in one of your filled-in squares and leer at you. When it disappears you find you've got to fill the square all over again. Occasionally this ugly mug is replaced by a damsel in distress, whereupon you jump into the square and give her a kiss, thereby earning mucho (or should it be macho?) bonus points.

The second phase is very simple – you find yourself on a screen littered with images of your Drelbish self which you must walk over, whereupon they turn red and flee from the screen for bonus points. While you're doing this, a robot patrols the screen blasting away vertically and horizontally.

Success, however, just starts you all over again, with more enemies (of the same kind, though) to thwart you.

Drelbs is graphically attractive, easy to play, and enjoyably addictive when you start. Though I'm inclined to doubt whether the addiction will last all that long. **Steve Cooke**

PANEL POINTS

Somehow *Drelbs* isn't quite as original – or as exciting – as it looked at first glance. The first stage of the game is a bit like Ladybird, and the second stage is frankly dull. I found *Drelbs* to be *almost* one of those simple games that keeps you playing until your fingers fall twitching to the floor . . . but not quite.

Peter Connor

Wacky games are the thing of the moment and this will have you puzzling for many an hour. Despite there being only two parts to the game I found it strangely compulsive trying to box gates and free my cute colleagues.

Graphically, there is surprisingly little there except for the delightful faces. This doesn't detract much from the game which is more about reacting quickly and thinking even faster.

Bob Wade

There are a few original features in this game which are immediately endearing. However, you can't help thinking they could have taken the idea a bit further and made a truly novel game.

Interesting sound effects, well presented – pity about the lasting interest.

Samantha Hemens

Fatty 'Schizo' Henry who is very fond of fish.

On each screen there are also layers through which a droplet of water cannot pass. Then you have the tough job of trying to dip below these to release your burden without getting hit by a flame.

It is annoying that every time you lose a life all your fire-fighting is undone and you start again in a sizzling hot oven.

The graphics are chunky and there is only one basic screen with variations but it's an original game concept and very well packaged for the unexpanded Vic. There are no fancy tunes but some oven-like sound effects as you rush about trying to save your bacon, er...sole? **Bob Wade**

PANEL POINTS

You'll need strong arms to play this one, since you're constantly on the go. Putting out flames with drips is one thing, but you've also got to keep Thwitchy from falling into the deadly fire.

I'm not sure what animal Thwitchy is supposed to be, but since it comes from an aquarium, the thing it looks most likely to be is an octopus. This gives you an idea of the graphics – not terrific, but bearable.

The sound is acceptable, with all the appropriate noises whooshing out of your TV, and there's the added bonus of you being able to start on any one of ten screens. One of the better Vic games.

Samantha Hemens

Just because a game's on the unexpanded Vic doesn't mean you have to put up with it if it's boring, which this one is.

Whatever that creature is that's trying to keep out of the cooking pot, I don't think I'd like to face it on a plate. It looks suspiciously like a Vic graphics character to me.

Although the game has ten screens, they're all basically the same, with only the barriers varying. I prefer a little more interest on the menu. **Peter Connor**

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wither. But this is a reasonable version. It has chunky graphics and smooth movement that will not disappoint you if it's a game you want to play.

Peter Connor

GRAPHICS	5
SOUND	5
ORIGINALITY	0
LASTING INTEREST	3
OVERALL	3

GAME: CLUEDO
MACHINE: COMMODORE 64
CONTROL: KEYS
FROM: LEISURE GENIUS, £12.95

The Whodunnit board game on your home computer, and a pretty straightforward translation it is too. No stunning animation or sound – although each character does have his or her own theme tune. If you like board games you'll like this – but then you've probably got it already. The only advantage this has over the original is that you can play by yourself, with the 64 taking all the other roles. **Peter Connor**

GRAPHICS	5
SOUND	4
ORIGINALITY	–
LASTING INTEREST	6
OVERALL	5

GAME: BIRD MOTHER
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: CREATIVE SPARKS, £7.95

The world of nature is the setting for this original game which with its stunningly depicted hi-res background, looks just the place to spend a summer's day.

As Bird Mother you must collect falling twigs to build a snug little nest. Having caught a twig you must drop it onto the nest and build, bit by bit. With a little practice this part of the operation becomes second nature, you just have to look out for the rocks and stones falling from the sky...

In your nest, you must now lay three eggs. These rapidly hatch into fledglings and need to be fed with the insects which fly about the sky at random.

You pick up twigs, and food for the fledglings by pressing the fire button. This opens and closes the bird's beak, but you have to be very accurate.

The flying insects are frustratingly hard to catch making the second screen more difficult than the first. At the same time, a man paces backwards and forwards across the bottom of the screen, viciously throwing his walking stick into the air.

The fledglings are exceptionally hard to protect and have to be bumped about the screen, being careful not to let them get off the edge of the screen.

With these dangers avoided and your fledglings fattened up, you must now teach them to fly. The main problem on this screen is a ravenous hawk who just loves the taste of baby bird. On completion of these three tasks you move onto a higher level.

On a change of screen, a different, although similarly repetitive little ditty is played throughout, which can become very irritating. Despite this, *Bird Mother* is one of the most colourful and well-animated games for the 64 and should appeal to those of a gentler disposition, making a refreshing change from all-out destruction.

Fraser Marshall

GAME: CUTHBERT ENTERS THE TOMBS OF DOOM
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: MICRODEAL, £6.95

You are in the tombs of Ledromica and you are trying to find the temple of Rah where you will be rewarded with a great treasure.

The tombs consist of over 200 screens through which you must pass. This is made difficult by the fact that you continually have to pick up keys to open doors which block your path. It is essential that you don't hang about in doing this because in each section of the tombs you only have a limited supply of oxygen. You only get more air when you open the door to the next section.

There are also treasures trapped in the walls and these can be picked up for points. Greed can get you into trouble though since some large batches of treasure are trapped behind doors which you don't need to open in order to complete the course. This may leave you a key short and you'll asphyxiate quietly in a corner.

Your biggest problems, however, are the tomb-dwelling nasties that magically appear through the 'evyl' portals. There are two ways of dealing with them: the best way is to zap them. Or you can take on the monsters with one of your three magic lamps. If a monster is touched in a room of the same colour as the lamp it is instantly immobilised. But you can use the lamp only once, after which it has to be refilled by gaining 2,000 points in a chamber of the same colour.

In some rooms there are also transportation chambers which can move you around the screen from one to another, often getting you past an otherwise impassable obstacle.

The rooms are repetitive so the real test is how much perseverance you have. Size alone can't make this game a winner.

Bob Wade

•PCG•HIT☆PCG•HIT☆PCG•HIT☆PCG•HIT☆

Psi Warrior

Psi's, Id's, surfboards, net projectors and remote viewing may all sound complicated but the wondrous plot and theory of this game surround a straightforward enough task.

You are in a 60-level ex-missile silo which has been taken over by psychic energy forces intent on destroying the human race. The Psi's and Id's are psychic entities which are controlled by a Source at the bottom of the silo. You have to destroy the Source and thus banish the forces.

Your only weapon in this battle for survival is a Psi-net projector which traps the Psi's and Id's so that you can drain their energy. The nets and the energy are also vital for your battle against the Source since to beat it you have to have a massive store of energy and the ability to hit it with three nets.

Your own energy comes in four varieties: a main type, which ticks away as a time limit in which you must destroy the Source; board energy, which runs your surfboard and can be replenished; and Psi and Id energy which are obtained by draining the equivalent monsters.

Board energy is replaced by entering a teleport gate, several of which are dotted around the silo. Psi and Id energy must be kept roughly equal as an imbalance will cause problems with control.

To help you traverse the silo there are lifts, slides and bouncemats (to break a fall) but hindering you are turquoise lines which you cannot normally pass. To get down the whole silo you will need several psychic powers which can only be used when you have enough Psi and Id energy. Teleporting will take you back to a teleport gate while levitation allows you to move over gaps or obstacles. Remote viewing allows you to view away from your body in black and white while invisibility confuses the Psi if they

PANEL POINTS

This game has a superb feel to it. The way your warrior skis around on his surfboard is very impressive and the game has an intriguing, futuristic look all of its own.

I didn't go for the intricate ideas on which it's all based – just a wee bit pretentious I thought. But the game itself is what counts.

Despite the fact that it's basically just exploring and shooting, there are enough tactics and a big enough playing area to give it plenty of depth and keep you going for hours.

Chris Anderson

The game was immediately impressive, with its superbly smooth movement. The animation of the surfboarding hero is a joy to behold, especially the way his head turns around.

But although the game is complex and demands skill I really wasn't convinced of its lasting appeal: there are many levels but they all resemble each other pretty closely, as do the monsters.

Peter Connor

Forget the psychological Psi/Id nonsense, I enjoyed this game simply because of the really beautifully smooth action and graphics.

The other thing I liked about it was the strategic element – having to balance your energy forces meant having to think a little more than usual when it came to pressing the fire button.

My only slight quibble would be that the action is very slightly too slow, given the fact that you'll need to play for quite a while to get to the Source.

Steve Cooke

MODORE 64 • COMMODORE 64

The cassette cover says this is an 'extremely beautiful and unusual game' . . . that's not exactly how I'd put it.

Control of the Bird Mother is very difficult, especially when you're trying to catch flies. And since she is all you control throughout the game it can become really frustrating.

The graphics are superb, but since the game bears an unusual resemblance to *Potty Pigeon* and isn't nearly as good, I'd give it a miss. **Samantha Hemens**

Bird Mother suffers badly from playability problems and the overall

PANEL POINTS

concept is a little boring after a while. On the first screen, correct positioning of the bird is essential and takes more than a few practice games to perfect. The second screen is even more infuriating. **Richard Patey**

The screen display is beautiful but playability is less wonderful. Trying to grab everything with your beak is frustratingly difficult, and while this is an asset with some games it becomes an annoyance with this one.

The whole game is too straightforward and too 'samey'. **Bob Wade**



GRAPHICS	8
SOUND	5
ORIGINALITY	4
LASTING INTEREST	4
OVERALL	5

Continuing the current trend of arcade adventures *Cuthbert* has a good atmosphere, an air of excitement and plenty of locations for you to guide the 'Dragon-originated' hero through.

I liked it mainly because of the combination of solid thinking puzzles combined with the arcade zapping of the spooky nasties.

It has the correct level of difficulty: hard but potentially beatable, fun too! It'll have you returning again and again to get that much further. Beware of XXVI!! Very well packaged (cryptic clue). **Simon Chapman**

PANEL POINTS

Although I did enjoy this game, the fact that most of the tombs were pretty similar, rather ruined it.

After running Cuthbert around wildly, collecting lots of treasures and opening quite a few doors I didn't seem to have got anywhere. There were more rooms, more treasures and more doors to open. How tedious can you get?

There are a couple of interesting new features, such as the oil lamps immobilising the ghosts and having to stop yourself running out of air, but apart from that it's all pretty run of the mill. **Samantha Hemens**



GRAPHICS	6
SOUND	5
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	5

T☆PCG•HIT☆PCG•HIT☆PCG•HIT☆PCG•HIT•

are pursuing you.

All these skills take Id energy to fuel them and Psi energy to control the use of Id. This may all sound complicated but basically it is a matter of zapping monsters most of the time so that you can gain the powers to reach and overcome the Source.

The graphics are excellent and the 'feel' of the surfboard is terrific with great sound effects accompanying the skid of your board or the crackle of an approaching enemy. **Bob Wade**





• Emerging from a teleport the Psi Warrior confronts an Id

GAME: PSI WARRIOR
MACHINE: COMMODORE 64
CONTROL: JOYSTICK, KEYS
FROM: BEYOND £9.95 C, £11.95 D

GRAPHICS	9
SOUND	6
ORIGINALITY	9
LASTING INTEREST	8
OVERALL	9

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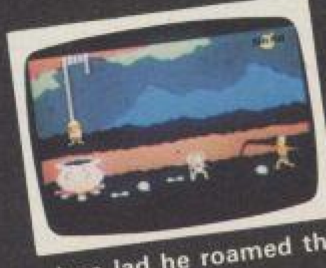
ACTUAL SCREEN SHOTS TAKEN FROM CBM 64









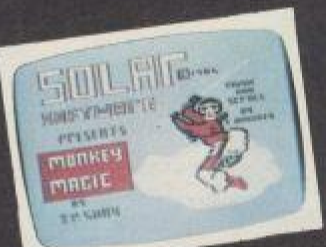


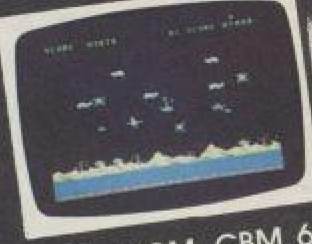


Young Jim he was a fearless lad he roamed the
jungle free.
He went in search of Jane one day but she'd gone
out for tea.
The natives were preparing her with water bubbl-
ing hot.
If you don't rescue Jane in time she'll end up in the
pot.

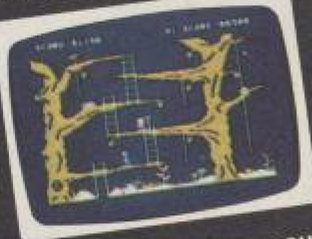
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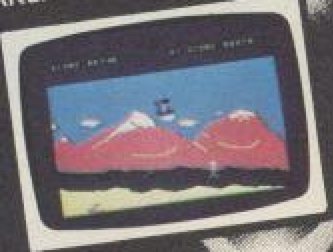


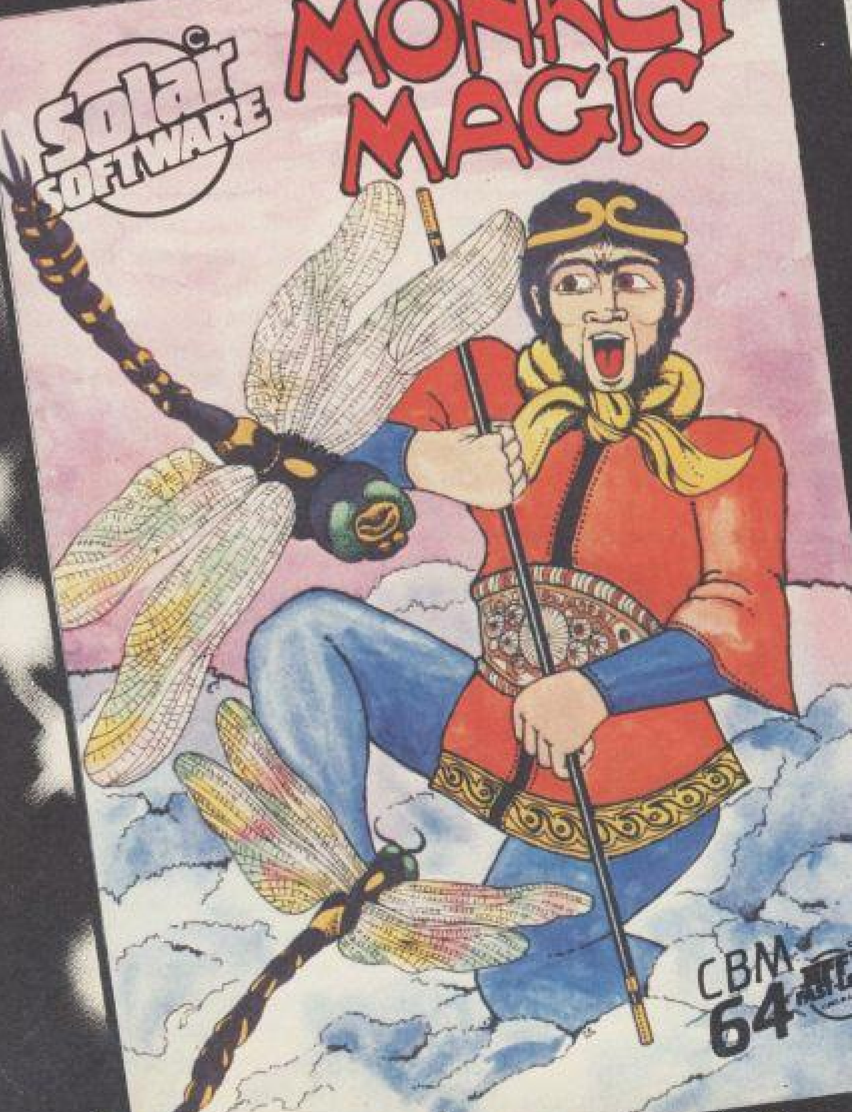




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GRAPHICS	7
SOUND	5
ORIGINALITY	9
LASTING INTEREST	5
OVERALL	5

GAME: SEE-SAW
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: QUICKSILVA, £7.95

According to the blurb on the cassette cover, the Evil Lord has imprisoned the members of your brotherhood in his castle, and it is your job to rescue them. It doesn't actually say what you and the rest of your kind are – but by the looks of things I'd say bald hedgehogs come close.

Anyway, on with the game! A quick press of the old fire button presents you with an attractive 3D view of a two-turreted stone castle with a front of coloured bricks, and the lord's grinning henchmen (er ... they're frogs ...).

The Evil Lord wanders up and down at the top of the castle behind the bricks. Occasionally he stops to push a brick, which moves with a realistic grinding sound, and topples over the battlements onto the see-saw below.

You, poor hedgehog, are situated upon the aforesaid see-saw. You must not only dodge the falling bricks, you must also avoid being catapulted into oblivion as they strike the see-saw.

Provided you manage to keep out of the way, you then have a chance to get your revenge by shifting the fallen bricks on the see-saw so that when the next



GRAPHICS	7
SOUND	4
ORIGINALITY	5
LASTING INTEREST	6
OVERALL	7

GAME: AZTEC
MACHINE: COMMODORE 64
CONTROL: KEYS
FROM: BEYOND, £8.95

I had entered the South American rain forest with some trepidation, it's not every day that you search for an Aztec temple. Soon I found it and explored it to my heart's content. That is where the fun really started.

Okay, now you know that *Aztec* is yet another exploration game. Fortunately, unlike *Quo Vadis* and its ilk, *Aztec* is random so there is little point in mapping from one loading to another.

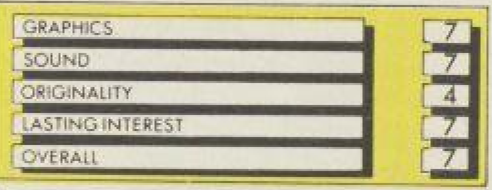
The temple is randomly generated on each load and consists of floors connected by steps. You have to explore in search of the Golden Idol, fighting off monsters and opening treasure chests to find useful objects.

The Temple itself is uninspiring in its design and one room looks much like another. The interest is in the various chests you'll find, the contents of which are vital to your survival and the success of your quest.

To negotiate the eight 'storeys' takes skill, and there is a level of difficulty selector to keep you in tight spots.

You control a fully (though rather jerkily) animated Indiana Jones-style figure, who can walk/run/shoot/jump





GRAPHICS	7
SOUND	7
ORIGINALITY	4
LASTING INTEREST	7
OVERALL	7

GAME: SORCERY
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: VIRGIN GAMES, £7.95

There has been a noticeable improvement in the titles that Virgin have brought out for the Commodore 64 recently. Luckily, *Sorcery* continues this trend. It is a straight conversion of the Spectrum game of the same name that proved relatively popular.

It was conceived by Martin Wheeler, the idea of the game being similar to that of Ultimate's legendary *Atic Atac*.

The wizard moves about the screens (17 of them) by levitation and doors. However, in each location there is a monster or three that would just love to star in the next 'Hammer House of Horror' movie.

From under the very noses of these creepies you must take objects (by pressing the fire button) and use them at certain points during your quest to destroy the evil Necromancer (boo! hiss!). Of course you have to find the purpose of each object by trial and error. But this aim is made more complex since it is only possibie to carry one object at a time.

Ultimately you must place one of the objects on the altar at the final location, Stonehenge (yup, another spooky setting). But if you leave the wrong thing



GRAPHICS	7
SOUND	8
ORIGINALITY	7
LASTING INTEREST	8
OVERALL	8

GAME: FIREQUEST
MACHINE: COMMODORE 64
CONTROL: JOYSTICK, KEYS
FROM: THE EDGE, £9.95

Firequest brings with it some great adaptations from such classical composers as Bach and Caruli, each screen having its own rendition. However, the gentle music slowly rippling out of your TV set can always be replaced (press the F3 key) by some rather coarse sound effects. But these are best left to moulder unless classical music isn't your bag. You could, of course, always turn the sound down.

The first screen appears at the touch of a button, filled with Ugh, green grassy slopes, a sparkling river next to a fiery mountain (no less) and some rather carnivorous, hairy spiders. Those of you with high blood pressure may need a cardiac unit on hand as you tackle the first of what turns out to be one of seven joystick jamming screens.

Frustrating? Yes! But, boy, once you've got the hang of it you're up and away on your fearful quest for fire. Problem is, how far you're actually gonna get!

You're not only plagued by the regular nasties found in most games, but also exotic looking things like fumaroles and malicious firebolts that spring around, not forgetting those other little cavemen



MMODORE 64 • COMMODORE 64

one falls, it may – if you're clever – catapult another up into the air, taking one of the Evil Lord's henchmen with it.

The basic idea is to knock a gap in the row of henchmen guarding the lord (who grab hold of everything that passes them, including you!) and catapult yourself onto the battlements, causing the cowardly lord to flee.

Although simple in concept, *See-saw* is infuriatingly difficult and involves enough logical thought and fast actions in manoeuvering the bricks around (you can only move two at once, and some are twice as heavy as others!) to make it playable and compulsive.

Jeremy Fisher

The implementation and strategy of this simple game make it very enjoyable to play and extremely difficult to win.

The crunching, scraping sound effects definitely enhance the game as do the little hopping henchmen. However some people may find that with only this one basic challenge the game lacks depth and won't hold your interest for very long.

Catapulting yourself up onto the castle is fun though and particularly effective 'sees' (or is it saws?) will have you flying off the top of the screen as well.

Bob Wade

PANEL POINTS

See-saw's most striking feature is the castle which looks fit for a King, never mind an evil lord. Through clever shadowing, the towers are given a very convincing 3D appearance. The other graphics, however, are dreary one-colour sprites.

The blurb says that you play the part of a Grand Master but to my mind you bear a closer resemblance to the lowly flea. And the grinning, green ghouls look like Kermit's relatives.

Nonetheless *See-saw* shows great originality despite its short comings.

Frazer Marshall

and even use dynamite. But the price you pay for this complexity is a heavy load of 21 functions all accessed from the keyboard. And that's no fun when you've got a high-level toughie to deal with.

Sound effects are minimal, but then it must be said that this game was written in 1982, so it's only to be expected.

It will be a while yet before *Aztec* loses its appeal – the fact that it has survived for almost three years in the cut-throat software market is proof enough of that. But today's '64 owners demand today's hi-tech games. And *Aztec* is a bit long in the tooth...

Richard Patey

If you've got 20 fingers, or very nimble toes, you will probably get on very well with *Aztec* because the enormous number of key controls is ultra-confusing. This contrasts greatly with the straightforward object of finding one golden idol and escaping.

The animation adds a welcome humourous note as you collide into walls and, overall, is of tremendous quality. This can't make up for the fact that there is just too much to think about and control. But then they told me down at the Job Centre that grave-robbing was hard work...

Bob Wade

PANEL POINTS

Aztec is a very unusual arcade-adventure. Everything you do and other characters do, is animated. The graphics also have a very mystical quality about them.

I don't know whether I had a bad copy of this game or not, but it crashed at several points. Very frustrating! The control was equally problematic, it's very difficult to remember what keys will get your character to do what. It's not the easiest thing to immediately recall that pressing Z will give you an inventory, and G will make your character crawl.

Steven Filby

there ... watch out.

Added to all this, there is a fiendish time-limit and a percentile gauge of your energy – if either run out then you're dead.

Everything about this arcade-adventure is polished; from the clear and colourful hi-resolution screens, to the sound effects and tunes.

The sudden thunder claps and lightning flashes which occur during the game are also excellent. Animation of both monsters and wizard is effective, being fast and flicker-free.

It presents a lasting challenge ... until you can defeat the Necromancer at Stonehenge, but then this will take some time to fathom out.

Richard Patey

Seventeen totally different screens, each requiring careful planning, should puzzle even the most competent strategist.

The sound of electrical discharge – similar to the noise made by the spaceships in the old Flash Gordon series – is very realistic, as are the other sound effects. Moreover, the game loads very quickly, encouraging you to load it time after time, not that you'll need much encouragement.

Frazer Marshall

From the moment you hear the deep, solid, tonal music, you can feel an atmosphere about the game. The graphics were very good, especially the ghost with the evil grin, and the 'mystical' backgrounds.

Jeremy Fisher

PANEL POINTS

Games of *Sorcery* don't seem to last very long, even if you manage to do well. This pressure on time and energy makes for a hectic game and trial and error seemed the best way of discovering the game's secrets.

Once accomplished the game will probably lose its attraction. But while you're striving towards Stonehenge life will be one great magical rush.

Bob Wade

who seem to be out to hinder you at every turn.

The 3D perspective has certain shortcomings, but it doesn't really detract from the game's playability which, I may add, is based pretty much on millisecond timing.

Even when you've worked out how to do a screen you're not going to be able to get through it every time.

If you finally manage to complete all seven adventures The Edge promise 'a lot nicer surprise in store for you than most of those you've met and conquered travelling the Adventures of Ugh'.

Wonder what it can be ... your own pet hairy tarantula?

Samantha Hemens

It's a miracle that man ever got out of furs and into Y-fronts if this game is anything to go by.

For this Homo Computer Gameiens it proved an intriguing and enjoyable challenge. Graphics are good, but the sound is the most impressive feature, with a variety of tunes and sound effects.

Peter Connor

I didn't really like the graphics much. Perhaps I've just become too accustomed to the standard smooth-scrolling, sprite-ridden screens we see so much of these days. Some of the later screens look much nicer though.

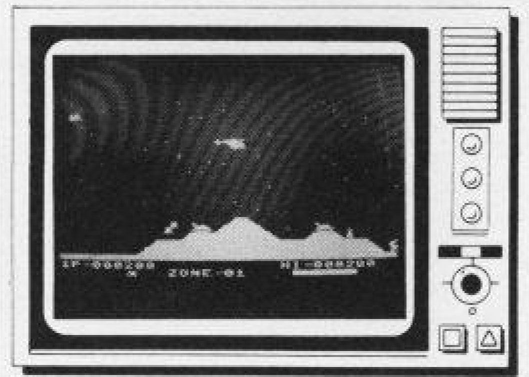
PANEL POINTS

There's no doubt it's a very playable game, but somehow it just didn't grab me. Which is just as well, as it seemed to grab everyone else and I would never have managed to get to the keyboard again anyway...

Steve Cooke

Ugh walks and climbs agilely although it's sometimes easy to walk off a platform or cliff. This game takes the fine line between addictiveness and difficulty to keep you interested but unable to beat the machine without a real struggle.

Bob Wade



GRAPHICS	6
SOUND	4
ORIGINALITY	3
LASTING INTEREST	7
OVERALL	7

GAME: SUPER COBRA
MACHINE: MSX
CONTROL: JOYSTICK, KEYS
FROM: KONAMI

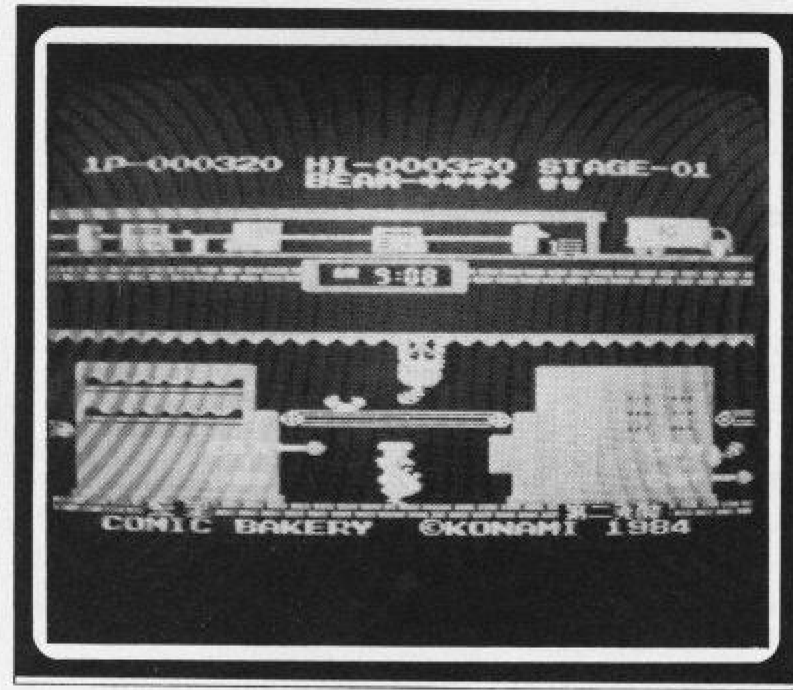
This conversion from the arcades is best described as a cross between *Scramble* and *Blue Thunder*.

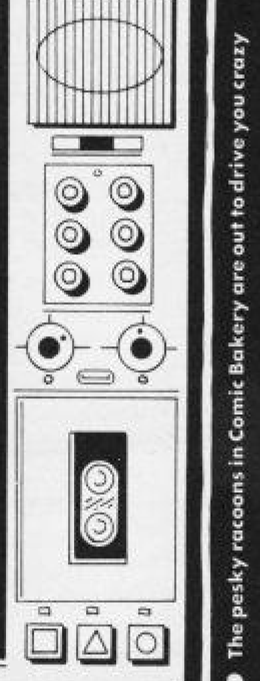
In your Cobra chopper you are on a mission into enemy territory to grab booty from their base. The landscape scrolls from right to left and your chopper can move up, down, forwards and backwards. The opposition appear in several zones the first of which pits you against ground-launched missiles and tanks. The missiles take off sporadically and arc across the screen, sometimes wrapping round and reappearing on the other side if they miss you.

The missiles and tanks can either be shot or bombed, both armaments being operated by the fire button. You also have to bomb fuel dumps to stay airborne.

If you can survive zone 1 you are on to an even tougher section where the missiles no longer come at you but UFO's oscillate up and down the screen. The best strategy here is to keep low, moving up and down only slightly to keep the oncoming UFOs in your line of fire.

Next you're on to a short tunnel packed with alien weaponry, promising





● The pesky racoons in Comic Bakery are out to drive you crazy

GAME: COMIC BAKERY
MACHINE: MSX
CONTROL: KEYS, JOYSTICK
FROM: KONAMI £

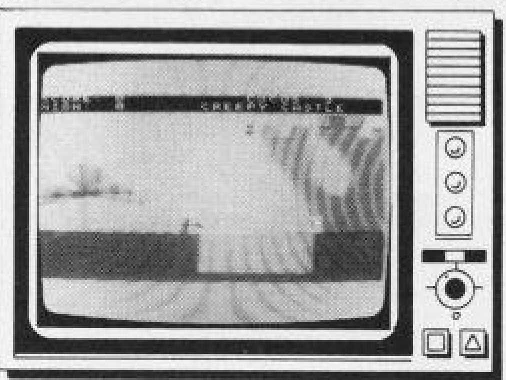
Comic Bakery has you taking the part of a pot-bellied chef in a bun-fight with a band of rascally racoons.

Bakery products move along the conveyor belt and tumble off the end into a lorry. The racoons run along the factory floor flipping the on/off levers with their tails and stopping the flow of goodies. Others run along a platform above the furnaces and dangle their tails down, sweeping cakes off the belt.

The playing area is about three



GRAPHICS	7
SOUND	7
ORIGINALITY	8
LASTING INTEREST	6
OVERALL	7



GRAPHICS	3
SOUND	4
ORIGINALITY	3
LASTING INTEREST	2
OVERALL	2

GAME: COCO IN THE CASTLE
MACHINE: MSX
CONTROL: JOYSTICK
FROM: KUMA, £6.95

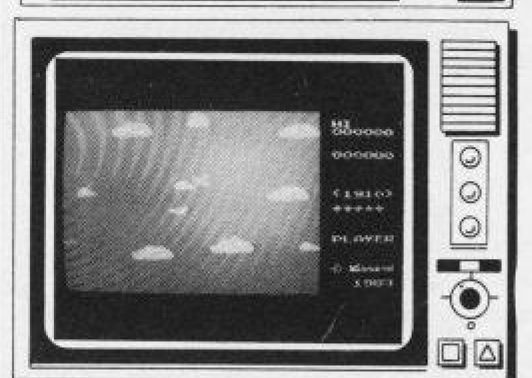
My first MSX game to review and this is what I get: a program that looks more like a magazine listing than a professionally produced piece of software.

I do not exaggerate. You are Coco (of clown fame), and the game certainly makes you feel pretty foolish. The Creepy King has kidnapped your fiancé and you are supposed to rescue her.

There are nine screens, each of them exceedingly boring and none of them at all original. 'Awful Arrows' has Coco 'leaping' across chasms while arrows come 'speeding' toward him. 'Sharp Spears' has soldiers thrusting upwards while Coco tries to leap across. It's like a screen that was thrown away from *Hunchback*. Other screens have Coco performing similarly unoriginal tasks.

On one particularly tedious screen Coco has to cross a pond (or is it a puddle) by leaping on the backs of turtles. These rise and fall from the depths with great sloth. Play it, and you'll understand their lack of enthusiasm: it's not hard, it's not original, and it's not at all pretty.

The graphics, though, are what first strike you about this game. They fill in



GAME: TIME PILOT
MACHINE: MSX
CONTROL: JOYSTICK
FROM: KONAMI

Time Pilot has been around in the arcades for quite some time and still attracts a fair number of punters wanting a good blast. This cartridge is a pretty faithful copy and provides the goods if zapping is what you're into.

The scenario of the game is very simple. You control a jet-fighter and must do battle with successive waves of enemies, beginning with the antique biplanes of 1910 and going through the present day to the sort of airborne weapon that Ronald Reagan dreams of.

Control is similar to *Asteroids* – you rotate and move forward, spewing out a stream of bullets. It can take some time to master the art of movement, but once you've cracked it it's plain flying.

The green biplanes aren't too difficult

a real 'gauntlet run' at the higher levels. First time round though it's a cinch. Your only problems are the stalactite-like missiles, which periodically drop from the roof. Accurate shooting, a quick knock-out of a vital fuel dump, a little crafty hanging back to wait for threatening missiles to fall and you're on to the home run of level 1. This time the tanks are firing their lasers, so you're a proud pilot when you dodge their blasts, and the hurtling missiles, and hover down to the booty.

The MSX scrolling can't match the smoothness of the Commodore, but the sound gives you all the zaps, bangs and crashes that you want. **Bob Wade**

PANEL POINTS

Being an arcade primitive I really enjoyed Super Cobra. A few hours of frantic blasting and the booty was mine. Two player games were even better. Cheer on the aliens when your opponent is zapping, and curse when the swine send you for a burton.

Rod George

Very fast and very difficult, this Japanese *Scramble*. I particularly liked – or rather, hated – the returning rockets. Once is not enough for these vindictive missiles. If they don't get you then the bouncing UFOs will. That brown one is really mean. Graphics were only average but I liked the sound, especially the chopper whirring.

Peter Connor

An all-action fight out to the end with twinkling stars in the background, deadly missiles below and only just enough fuel dumps to complete the mission. You and your helicopter must brave it all.

Whilst the first level soon becomes a doddle, it's not all that easy to complete the second or manage to get the promised booty.

Chunky graphics, stereotypical sound but easy to get the hang of and fun to play.

Samantha Hemens

screen-widths in length, and a scanner shows the state of the furnaces and position of the croissants as they move along the belts, so you can quickly identify bottlenecks even if they're off-screen.

Dealing with the racoons on the floor involves giving them a quick blast from a spray gun and kicking them out of the way. The ones on the platform above can be immobilised by jumping up and spraying them simultaneously.

Whenever a furnace is switched off you must run to the switch and turn it on again by moving past it. The spray-gun only holds a limited number of charges, but will recharge itself slowly if you run out. You have three lives which are lost by bumping into the beasts.

There's a clock at the top of the screen which counts rapidly through the 9-to-5 working day. At 5 o'clock the hooter goes and a bonus is awarded according to how many cakes you've got in the lorry. Then it's back to the joystick for another day's work.

There's some lively music while you play, and the graphics are attractive. Megazappers may find the game a bit tame – after all you don't exactly die of fright when you see a racoon swiping croissants – but for my money it's original, entertaining, and one of the better MSX games. **Steve Cooke**

PANEL POINTS

Large, chunky graphics adorn the playing screens in this baker's nightmare and there's no lack of colour.

A tuneful little ditty plays at the beginning of each game, whilst little blips here and there indicate your ovens going on and off. I loved the way the baker kicked snoozing racoons off the screen and his little visit to the shop after each day's work.

Samantha Hemens

There is nothing to laugh at in *Comic Bakery* because it is all tough work. You really have to rush about to keep those kids happy as everything is working against you.

My only reservation is that there may not be much of a lasting challenge since you are only lifting levers and freezing racoons.

Bob Wade

Very original and very enjoyable. The baker is a charming figure, even if he is a little overweight. The racoons are very nasty, particularly on higher levels where they start jumping up and dodging your very limited supplies of spray.

The game is just difficult enough to keep you at it, and certainly had me hooked.

Peter Connor

on screen like the illustrations to an adventure game – incredibly slowly. When at last they have appeared, you will be amazed by their crudity.

The only good point about this program is the introductory music, which gives a jaunty lift to the player's spirits. Alas, the sound effects during play are awful.

If software compatibility merely means finding a lowest common denominator, MSX is not going to be the brave new world that was promised. *Coco in the Castle* is a rotten game. Let's hope the MSX circus can find some more entertaining acts.

Peter Connor

PANEL POINTS

If the MSX doesn't get better software than this then its explosion into the British home micro market is going to be a damp squib.

This game is indicative of the types of programs that have appeared for all new micros since the dawn of the microchip – conversions, copies or hurriedly produced, uninspiring games.

The game idea is in fact a good one and some screens are playable but it would have benefitted from more work and depth. The ability to start at any screen is also a mistake since there is no incentive to get to the next. **Bob Wade**

Everything about this game is disappointing, the basic (and mostly green) graphics, simple sound and horrid control over the character.

The idea is okay but heads should roll for the execution of this one. Ten stages is nowhere near enough – particularly when you can start anywhere and the jumping/levitation/flying is rather ridiculous to control. I'm afraid my fiancé is going to have to wait a very long time if she wants rescuing from this one.

Chris Anderson

to see off: they fire few bullets and less bombs. At the end of the wave you have to destroy their controller, a red Zeppelin which lumbers across the screen.

You then warp on to 1940 to face the more formidable challenge of WWII fighters and bombers. These throw a great deal more lead in your direction and also get on your tail in hot pursuit.

Next, you're in 1970. Now it's whirlybirds. They're faster than the first two waves and they also fire semi-guided missiles.

Then it's the present – 1984 – which was presumably in the future when this game was written. Sleek jets are after you here, again firing those black and nasty missiles. In 2001 you're up against blue flying saucers sending out their futuristic missiles.

The trouble with *Time Pilot* is that after 1970 it doesn't seem to get any more difficult or introduce any new elements: your opponents may change but you just do the same thing.

The graphics are colourful enough and the sound is okay. But overall *Time Pilot*'s now looking a little bit dated.

Peter Connor

GRAPHICS	6
SOUND	7
ORIGINALITY	–
LASTING INTEREST	5
OVERALL	6

GAME: NIGHTMARE MAZE
MACHINE: BBC B
CONTROL: KEYS, JOYSTICK
FROM: MRM, £5.70

This game is basically a cut down *Pacman* in three dimensions. Your job is to send your character around a simple maze collecting keys. Once you have the required number you progress to another maze where you repeat the job hindered by another set of monsters.

The first maze is occupied by a strange bunch of creatures called the Springy Things. These may look rather stupid but they move very quickly and you have to be very quick to avoid them. The game is played against the clock (presumably you have to escape the maze before your nightmare ends) so strategy and precision control are musts.

Occasionally, to help you keep going, a cup of black coffee appears and collecting this not only adds a few seconds to your life but also freezes the monsters so that you can rush round and gather lots of keys.

Nightmare Maze has some pretty nice graphics and the 3D effect is fairly good. Your enemies float above the ground and cast a shadow, and the puff of smoke which appears when you die hovers quite convincingly. Colour is used quite effectively and despite fairly small characters the general effect is pleasing. Sound isn't too impressive and neither is control – directions are described as 'up-left', 'up-right' etc.

On a joystick you can overcome the difficulties by turning the joystick around, but on the keyboard you run into real problems. This is something you come up against in all *Q*Bert*-style games, but it never seems to get any easier.

To be perfectly honest I didn't think *Nightmare Maze* was that impressive and MRM, although they've included a number of nice touches (such as the floating assailants and the cup of coffee), seem to have forgotten that originality is the name of the best games these days and we won't be fobbed off with rehashes. **Rob Patrick**

GAME: DUCK!
MACHINE: BBC
CONTROL: KEYS
FROM: FIREBIRD SOFTWARE, £2.50

I eagerly loaded this curiously named game while I read the instructions. It reads: 'Farmer Tubby is out to bag a few ducks, and maybe a swan for his dinner. His trusty blunderbuss is small comfort against the zany hazards and surprises he encounters. Can you help him?' It also tells you that *Duck!* is the daftest, funniest duck-shoot of them all and a sense of humour is essential.

When it finally loaded, yellow ducks assembled at the top of the screen and Tubby appeared at the bottom. You move him laterally and take pot shots at the ducks. From time to time, one of the ducks take a quick dive towards him. Yes, it's another *Galaxian* rip-off. Just when I thought I wouldn't be reviewing any more *Galaxian* copies!

But the game does have one or two nice points. On the second screen ducks descend to the ground if you don't hit them. They then waddle around and get in your tubby way before zooming back to rejoin their brothers and sisters. Pretty zany, eh?

The graphics are quite good. The ducks do look like ducks and they do waddle. Your man is indeed tubby and he is animated very well. The sound is lively and the general presentation is quite high.

Nevertheless, there is no way that this can compete with offerings from software houses such as Acornsoft, Aardvark, Micropower and Superior Software. Maybe some people will buy it because it's so cheap but I only buy games if they are worth playing and this certainly isn't.

If British Telecom's subsidiary seriously thinks this is the daftest, funniest shoot-'em-up, I'd hate to know what they'd think of *Frak!*. They'd probably die from laughter.

Shingo Sugiura

•PCG•HIT☆PCG•HIT☆PCG•HIT☆PCG•HIT☆

Castle Of Gems

This is a cross between *Pacman* and a lithograph by that favourite artist of all mathematicians, Escher, best known to games players as the inspiration for *Ant Attack*.

In *Castle of Gems* you must move your character, Bertie Bear, around a 3D maze collecting gems, accumulating points and avoiding such varied nasties as gem gobblers, trees, ghosts, gremlins and the deadly and invincible witches.

These monsters are particularly amusing. For example, the trees move at an incredible pace and the gem gobblers, though more ponderous, wander around seemingly unconcerned about you, then suddenly they will home in and you don't have a snowball's chance in Hell of surviving.

But you can get those gobblers by passing over them as the gems go down their transparent intestinal tracts.
Timing is essential here. Other enemies can be opposed if you can find the magic hat: put it on and it renders you invincible for a time. That's when you can get your revenge on the nasty trees.

The 3D effect gives each of the mazes more than one 'level'. Bertie must therefore run up and down stairs, or stand on rising and falling platforms, to reach all the gems.

This is a strange game with a nice feel to it. The graphics are fairly good and the use of colour is quite pleasing. The trees look like trees and the gem gobblers look like nothing I've seen on this planet. The sound isn't exactly outstanding but it is satisfactory, though it's a pity it doesn't go beyond simple effects. Overall, the game is good, clean fun with some nice touches. **Rob Patrick**

PANEL POINTS

I really enjoyed this one, although it's enough to put you off trees for life.

But your own speed is pretty impressive so you always feel you have an even chance of surviving. The magic hat was a very nice touch, giving you a welcome breather when the going got tough. Another particularly smooth feature was the lifts which transported you to different parts of the playing area.

The various monsters are well up to MRM's usual standard, as are the rest of the graphics. With 18 different and complicated screens this is a must for Beeb owners. **Peter Connor**

Regular arcade game players will instantly recognise this as a version of *Crystal Castle*. It is almost an exact replica of the original: stunning solid 3D graphics, the cute animation, slick presentation, quick key response and all the usual extra features such as freeze, quit, sound on/off and the sheer addictiveness of this game makes you want to go on playing for ever.

Sound could have been a lot more imaginative but that doesn't ruin this excellent game. **Shingo Sugiura**

Bertie Bear, is obviously set to become the next 'cute' hero of the micro world. If this inspires sequels of a similar standard, it is definitely a good thing. It is now getting so very rare to see a genuinely addictive game with superb graphics in which you don't have to actually kill anything.

This game needs real skill to play it, although you often find yourself using the 'cheat' function to get onto the next screen. **Simon Rogers**

C • BBC • BBC • BBC • BBC • BBC

Well, it is a bit like a bad dream – one horrible experience just leads straight on to another. It's only got four screens and types of monster, but this isn't really a great drawback since it will take quite some time to master even the first two. The diagonal controls were usually responsive and the 60 second time limit added an extra element of excitement.

Peter Connor

PANEL POINTS

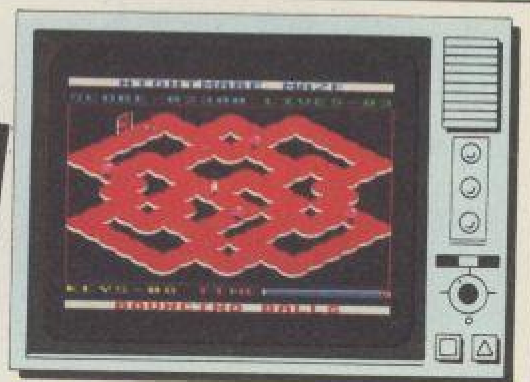
The presentation is great, the animation is far better, good title page, sound on/off, quit option, freeze option, different baddies for each screen, good sound effects and a complete and utter loony story line. All this, at an incredibly low price of £5.70, mean it's a good buy.

Shingo Sugiura

If you have nightmares, play this. It's a great game with a brilliant idea behind it, but it has very bad keyboard controls. These took a long time to get used to and I think it's a shame that such a brilliant game should be spoiled by such a minor thing.

The graphics were superb and the game was worth playing just to see them.

Simon Rogers



GRAPHICS	7
SOUND	5
ORIGINALITY	5
LASTING INTEREST	6
OVERALL	6

An old idea which somehow kept me at the keyboard for at least half an hour, despite the game's almost crude appearance and less than thrilling gameplay. But I don't think I'd get it out of its case too often – it's too slow and repetitive to keep your attention. But it is cheap.

Peter Connor

PANEL POINTS

It says here that a sense of humour is essential. So, expecting a musical comedy, I sat through the superb loading music with bated breath. What I got was a bad cross between *Chuckie Egg* and *Space Invaders*.

To spend money on this you do need a sense of humour. It's not the worst game I've ever played, it's just bad.

Simon Rogers

I remember the first arcade game I ever played: It was a version of *Space Invaders*. I remember the first program I typed into a personal computer: It was a version of *Space Invaders*. I remember the first game I ever bought: It was a version of *Space Invaders*. Now, five years on I'm commenting on... a version of *Space Invaders*.

This is a boring game. **Rob Patrick**

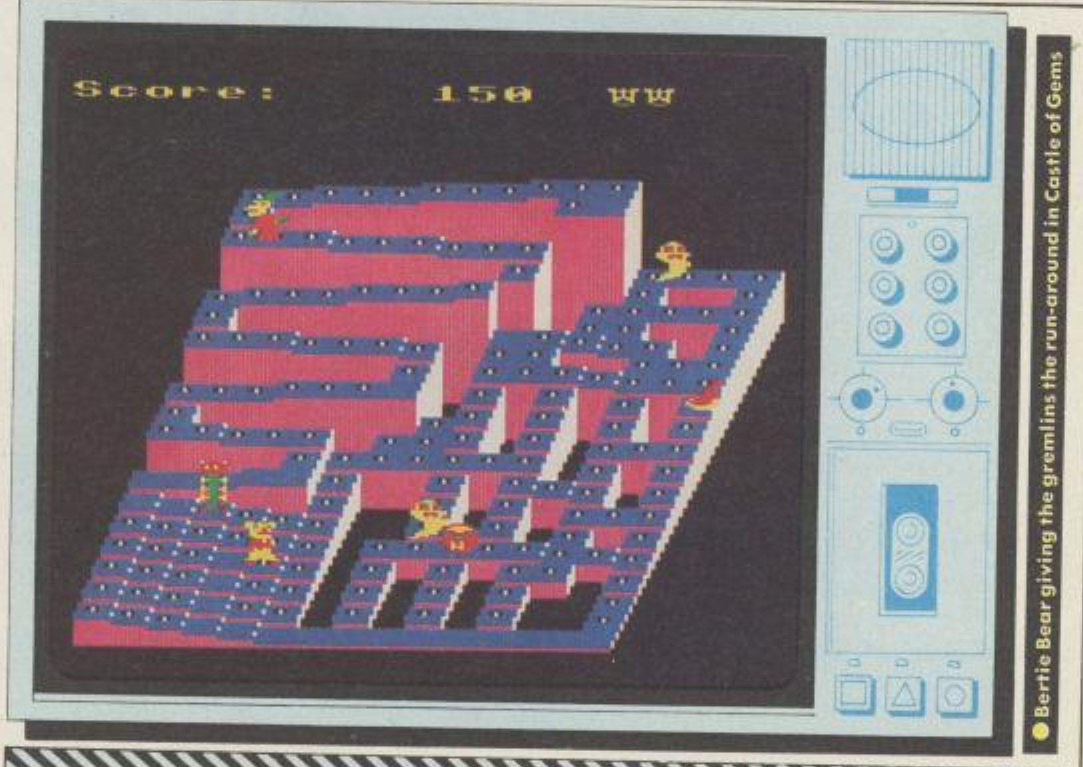


GRAPHICS	5
SOUND	6
ORIGINALITY	3
LASTING INTEREST	2
OVERALL	4

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Bertie Bear giving the gremlins the run-around in Castle of Gems

GAME: CASTLE OF GEMS
MACHINE: BBC B
CONTROL: KEYS, JOYSTICK
FROM: MRM, £5.70

GRAPHICS	8
SOUND	6
ORIGINALITY	4
LASTING INTEREST	8
OVERALL	8

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GRAPHICS	6
SOUND	8
ORIGINALITY	6
LASTING INTEREST	4
OVERALL	6

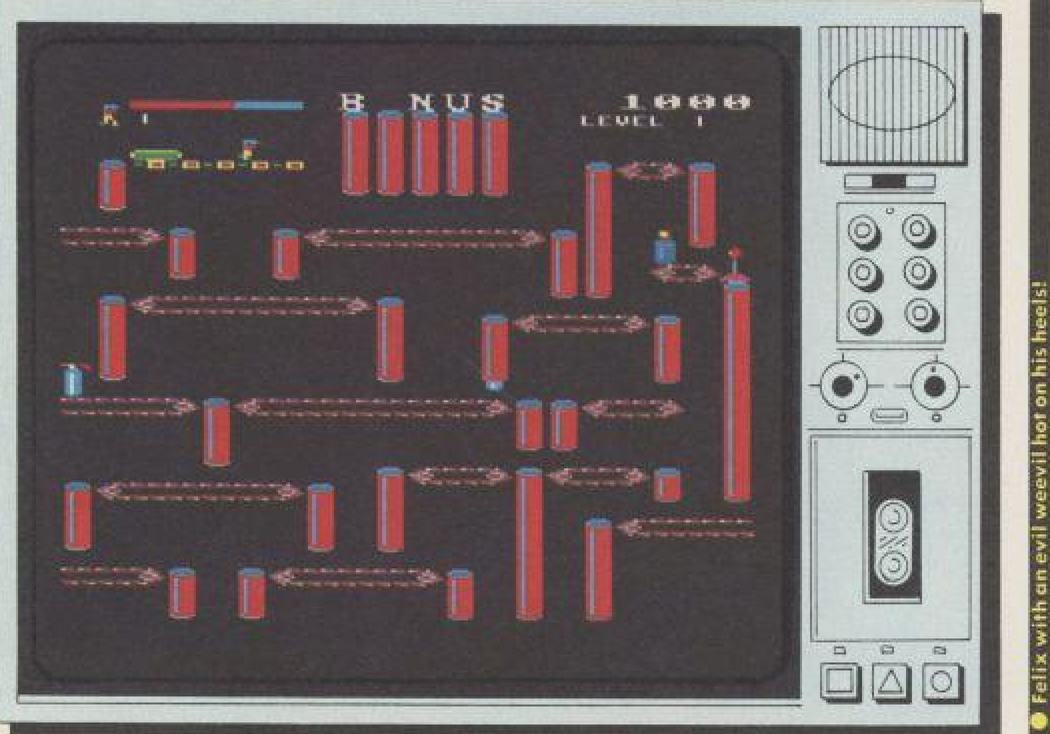
GAME: EDDIE KIDD'S JUMP CHALLENGE
MACHINE: BBC, ELECTRON
CONTROL: KEYS, JOYSTICK
FROM: MARTECH, £7.95

Jumping over rows of cars on a motorcycle has always struck me as a pretty strange thing to do, and an even stranger thing to watch. So it was with some trepidation that I loaded up this computer game version of Eddie Kidd's livelihood. And found a surprisingly enjoyable game.

There isn't really very much to it, but what there is is done very well. The principles of *Jump Challenge* are very simple: speed along on your bike and clear all the cars in the row.

But before you get a go at this you have to endure the game's major drawback – a practice run on a BMX bike. There's absolutely no skill involved in this as you merely press a key and make your jump. There's no avoiding it. And there's no excuse for it.

The real thing is much better and requires a certain amount of practice and skill. Eddie's bike is controlled with keys for the gears, throttle and brakes. To accelerate you have to move up through the gears. Accelerate too quickly and you end up doing a disastrous

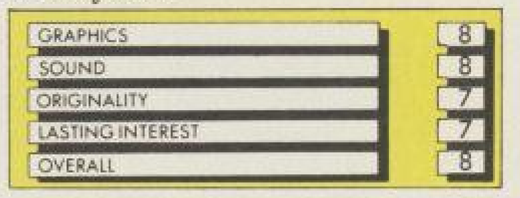


Felix with an evil weevil hot on his heels!

GAME: FELIX MEETS THE EVIL WEEVILS
MACHINE: BBC, ELECTRON
CONTROL: KEYS
FROM: MICROPOWER, £6.95

You play Felix the factory worker in this exciting, extremely difficult game from Micro Power. Killer weevils have overrun your factory and are being generally unpleasant to people. You patrol the factory, spraying any weevils with deadly 'Ubik'.

Not only that, you also have to worry about the deadly ball-bearings. Of course, these don't harm the little swine that you're after, but for you contact is horribly fatal.



GRAPHICS	8
SOUND	8
ORIGINALITY	7
LASTING INTEREST	7
OVERALL	8



GRAPHICS	7
SOUND	5
ORIGINALITY	3
LASTING INTEREST	5
OVERALL	6

GAME: SPACEMAN SID
MACHINE: BBC, ELECTRON
CONTROL: KEYS
FROM: ENGLISH SOFTWARE, £7.95

This game sounds incredibly exciting on the cassette cover but, in fact, it is a version of *Moon Patrol* which appeared in the arcades in the days of *Scramble*.

For those of you too young to remember, here is the plot: you drive a little car across a landscape and shoot things that come along to destroy you. The excitement is in having to negotiate pot holes that occasionally appear in your path.

As you trundle along on your hazardous journey to the enemy base, missile launching meteors fly over head, rocks block your path and various protrusions appear on the ground.

The graphics are very good. The large multi-coloured characters move around the screen with imperceptible flicker.

Animation is very cleverly done too, particularly the way in which the wheels of your XR5 hug the rough terrain and the way they fly off in various directions when you are blown up.

In fact, the attention to graphical detail is almost scarey. The smooth scrolling, the stars passing in the background and the very slick movement of the baddies make this game a joy to

GAME: SCRABBLE
MACHINE: BBC B
CONTROL: KEYS
FROM: LEISURE GENIUS, £12.95

This has been converted from the popular program on the Spectrum. It has lost much of its graphic flair along the way, but still plays a mean game of Scrabble. The vocabulary is only 8,000 words, but includes many that are just the job for this game. If you want to cheat, the computer will accept any nonsense as a word. Once it's beaten you a couple of times you may well consider such tactics. Up to four players. **Peter Connor**

GRAPHICS	4
SOUND	–
ORIGINALITY	–
LASTING INTEREST	8
OVERALL	6

GAME: MICKEY THE BRICKY
MACHINE: VIC 20 UNEXPANDED
CONTROL: JOYSTICK
FROM: FIREBIRD, £2.50

Don't be deceived by the name: this is *Donkey Kong* without the ape, which is a bit like Hamlet without the Prince.

Mickey has to make his way up the ladders and along the girders trying to find the tools he has mislaid. Rolling

wheelie. Change tear too quickly and you'll splutter to a halt.

Making a successful jump means calculating the correct speed for the distance and the angle at which Eddie should lean forward or back. *Jump Challenge*'s graphics are colourful and clear, but nothing special – the wheels on the bike don't move, for example. The sound, though, gives a realistic range of groans, splutters and roars as you change up through the gears.

Jump Challenge is an entertaining novelty, and this version is far superior to that on the Spectrum. Amusing as it is, though, I can't see it gripping many gamesters for long. **Peter Connor**

PANEL POINTS

Starting out on a BMX bike doesn't seem to me to be very stylish, but since it's giving you the chance to get the hang of jumping, I suppose it's OK.

When you get on to the big bike – you know, the one with the motor – the action really begins. However what I found annoying was the fact that every time you crashed you went back to BMX. UGH!

The revving sound of the motorbike is great and the scrolling background with trees and grandstand all add to the atmosphere.

Samantha Hemens

The BBC version is really a challenge and streets ahead of the Spectrum game. In both there is the infuriating BMX stage which takes no skill and there ought to be a way to avoid having to do it every time.

The actual bike jump is exhilarating on the beeb and you get a real taste of excitement striving for each leap. Great crashes as well as you land in a crumpled heap on the floor.

Lasting interest is inspired by the desire to go further but having to start at the beginning every time is a major drawback. **Bob Wade**

The factory itself consists of several moving conveyor belts connected by tubes. The belts can be reversed by picking up a belt lever which you find lying around.

Felix can move around the tubes and jump down very small distances, but never up. You have to be careful not to get these very small distances mixed up with bigger ones or our hero may do kamikaze-style jumps from the end of the conveyor belt.

There are also bonus letters to be picked up, and a special bonus if you get them all.

Also hanging around the place, are vital 'Ubik' spray cans. You can only get one spray with each can so you have to be careful how you use it. Along with these, you can pick up oxygen cannisters to replenish your supply.

When an ordinary weevil reaches one of the flashing mutation chambers it turns into a 'Purple super weevil'. These move like bullets so it is wise to bump them off as soon as possible.

The controls are not too bad really, although it might have been useful if a couple of extra fingers had been supplied for the emergency panic and reverse-belt buttons. **Simon Rogers**

PANEL POINTS

Infuriatingly difficult and infuriatingly addictive, like many Micro Power games. It's a simple enough idea but has just enough to it to make it an entertaining game. The weevils are devilishly slippery and it's no easy task to finish them off. I could've done with a flame thrower instead of a one-shot spray can.

Peter Connor

Following up the last Felix game, *Felix and the Fruit Monsters*, this one finds our hero running around a series of conveyor belts and tubes avoiding ball-bearings and attempting to kill the peculiarly Evil Weevils.

Felix is a colourful, noisy variation on the platforms and ladders theme which is so prevalent on the Beeb. Difficult, addictive and most of all fun.

Rob Patrick

This one is odd. The graphics are excellent. All the characters are carefully designed and the way in which they are animated is very impressive.

The sound is good, key response is good, slick presentation well up to the usual Micro Power standard, all the usual features such as quit, freeze, sound off but on playability, this game falls down badly. **Shingo Sugiura**

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watch. The sound is OK, though nothing spectacular.

Unfortunately, this game is boring to play. There's nothing more monotonous than one type of alien getting faster and faster.

Similarly, there are only five sectors to get through, which again limits the lasting interest.

And what happened to the hall of fame? This is definitely obligatory in Beeb games.

It's almost a shame to criticise this game because the original was so fantastic and this could have been as good with a little speed, variety and a little more sound. **Shingo Sugiura**

PANEL POINTS

If you're looking for a *Moon Patrol* for your Beeb then buy this. The graphics are good if not outstanding, with some nice touches including flashing beacons and well animated explosions. The sound isn't brilliant and a hall of fame might have been a good idea but the lack of it won't make you hate the game. So, excuse me while I save the Universe.

Simon Rogers

I'm a *Moon Patrol* fan so I was very pleased to see a home micro version. It's a pity it didn't stick more closely to the original, but it's still an enjoyable game.

In all though, *Spaceman Sid* is a fun game with some pleasant graphics, a nice use of colour, some reasonable sound and a relatively high addiction factor – it's probably worth coughing up for.

Rob Patrick

Sid's new 'XR5 Laser Armed Combat Rover' really seems a bit old-fashioned, and in fact, the whole thing seems a little out of date with its vertical and horizontal firing and the bouncing over craters. I liked the graphics, though – especially the lunar strawberries blocking Sid's path.

Peter Connor

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along are oil drums which he must jump over.

One big drawback – it's far too easy. A pity really, because for the price and the unexpanded machine it looks good and plays smoothly. **Peter Connor**

GRAPHICS	6
SOUND	5
ORIGINALITY	2
LASTING INTEREST	3
OVERALL	4

GAME: SUPER MUTT
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: SILVERSOFT, £5.95

Our droopy-eared hero flies over a smooth-scrolling landscape, in search of his sidekick, Pup. He must land and explore various strange buildings, platform-style, looking for food and the letters of a vital code-word.

Super Mutt has pretty graphics and the movement is very smooth, yet it lacks any truly compulsive element.
Peter Connor

GRAPHICS	6
SOUND	5
ORIGINALITY	7
LASTING INTEREST	5
OVERALL	6

AMSTRAD • AMSTRAD • AMSTRAD

GAME: ROLAND ON THE RUN
MACHINE: AMSTRAD
CONTROL: KEYS
FROM: AMSOFT, £8.95

Roland, who is not, as some may expect, plagued with diarrhoea, is apparently a convict trying to escape arrest. When you first see him, he's standing in a train looking very white (I think this is due to the graphics rather than the state the poor guy's in).

Anyway, he's got to cross this road to get to his hideaway (...sounding familiar yet?) However, instead of jumping inbetween the trucks you've got to jump into the back of them. *Frogger*! I hear you say. Yes, but I'm afraid this one is no improvement on the original.

At the beginning you're given a choice of how many men you're going to need for the job (1 – 255) – I recommend 255. This may seem excessive to one who's not played the game, but I assure you it is indeed necessary. To add to this there's a choice of skill levels, but it didn't seem to make much difference when I played.

Then, having made your choices, you get to the screen complete with train, trucks, a town and a hideaway. The problem is, your little guy can only jump when he's flashing (no wise cracks here please!), which he does very quickly for about half a minute.



GRAPHICS	6
SOUND	3
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	3

If you don't manage to jump him from train to truck in that time you've had it, until he flashes again. Mind you, you've always got men on the go, since as soon as one has moved on, (or passed on), another of your store takes up residence in the train.

The sound, which I believe I haven't mentioned yet (with good cause) consists of occasional beeps which occur when you jump off the train, or when you die.

What with flashing men and jerky scrolling, minimal sound and not much point to the game, I don't think there's anything more to say, do you?.

Samantha Hemens

PANEL POINTS

The first time I saw the graphics for this latest Roland escapade I thought I was in for a real treat. Then I saw how they scrolled and discovered the aim of the game and was more than a little disappointed.

Your task is ridiculously straightforward – it doesn't have even the complexity of *Frogger*. It isn't easy to do though, but that just makes it frustrating.

The train, trucks and background are beautifully depicted but move jerkily. The option to have 255 lives also seemed silly, giving little incentive for improvement.

Bob Wade

Roland's graphics are fairly colourful and have obviously been designed so that they won't look too bad if you've got the green-screen monitor.

The controls are also very simple in theory – you won't have to spend hours working out how to play. In practice I found that the key responses weren't exactly razor-sharp. Pressing a key also pauses the action for a split-second.

I guess we've been spoilt with the Amstrad so far. For a new machine there have been a number of excellent programs on it. This isn't one of them.

Steve Cooke

GAME: HOLDFAST
MACHINE: AMSTRAD
CONTROL: KEYS
FROM: KUMA, £5.95

It says on the cover of this game that it's 'a strong intellectual challenge', which is no doubt why someone in the office completed it after just a few attempts!

In this text-only game, you're a staunch village elder whom the village is relying on to obtain their much-needed school and clinic. What can you do? First, faced with a choice of five appropriate options, one of them being Quit Game, you use your talent to pick the right one.

Each major decision affects the determination of the village of Holdfast and of the Government. Both of these are displayed at the top of the screen in the form of a percentage, underneath which are your choices, such as 'Negotiate' and 'Indirect Action'.

Once you've chosen, you're confronted with another set of decisions. After this the initial menu reappears with perhaps one or two more additions, you check your villagers' determination and are off again.

If you manage to keep Holdfast's morale up for four weeks (be brave!) a vaguely heartwarming message appears on the screen telling you the flags are flying and you're getting on reasonably well. I'm not sure this does much for



GRAPHICS	–
SOUND	0
ORIGINALITY	5
LASTING INTEREST	4
OVERALL	4

your morale but I suppose it gives you some kind of incentive to carry on playing.

The whole game seems to be a rather simplified version of multiple choice and all you've got to do is pick the right answers in the right order. I don't think it will hold the interest of many intelligent people for long. Perhaps it should say on the cover (after the intellectual bit, of course) 'for children under ten'.

Apart from the presentation being lousy, the game's quite addictive – until you've solved it, and since there's only a message to congratulate you, no fancy tune or graphically amazing screen, it's not really worth it. **Samantha Hemens**

PANEL POINTS

I would have enjoyed this battle against tyranny much more if the scenario wasn't so repetitive with the same basic method of success every time.

It would also have been better if the choice of options had been more varied. Once you've learned the pattern of negotiation, non-cooperation and furthering support you just have to repeat them to succeed.

While you're learning these procedures I found it annoying that the machine kept deciding I had lost without even consulting me . . . cheek!

Otherwise, the game arouses all my rebellious attitudes although it all seems a bit excessive just to get a hospital and a school.

Bob Wade

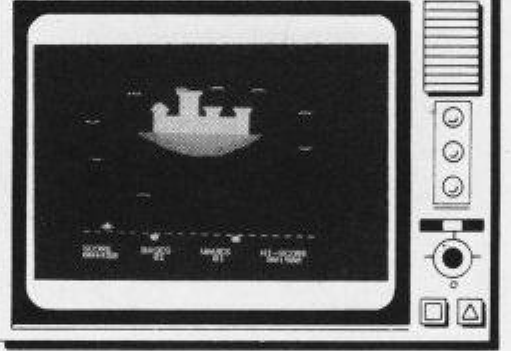
It's a pity this game doesn't go the whole hog and let you overthrow the state, but then revolution isn't exactly a run-of-the-mill topic for a computer game.

I thought the game could have been jazzed up with a bit more action over which you have control. The all-text nature of the game is also a let-down, particularly when many of the situations provide chances for at least a picture if not some actual action. **Rod George**



ORIC • ORIC • ORIC • ORIC • O

GAME: STYX
MACHINE: ORIC/ATMOS
CONTROL: KEYS
FROM: NO MAN'S LAND



GRAPHICS	8
SOUND	5
ORIGINALITY	4
LASTING INTEREST	7
OVERALL	7

Styx is an excellent version of *Phoenix* for the Oric with some added ideas that make it an extremely good game.

You have the usual familiar controls of left, right and fire as wave after wave of aliens drift down on you to be blasted out of the sky. There are four screens of shoot-'em-up action, the first three of which have aliens swooping down on you and the fourth in which you have to attack the Castle of Hell guarding the river *Styx*.

The first three waves are made up of purple eagles, red goblins and yellow devil's eyes. These can all release bombs and drop floating mines.

If they're allowed to pass you the mines will move along beneath you poking a spike up between the gaps in the screen base. Contact is fatal of course. The dying act of an alien is often to release a mine so you should follow up with a quick second shot and deal with that as well. The other way to deal with mines is to shoot a large green vulture which removes all the existing mines.

The devil's eyes cause real problems because they blink on and off so that they are tough to track. All of the creatures move rapidly and since you can shoot only one bullet at a time, accuracy is at a premium.

If you survive you are faced with the castle which hovers in the air on its rock base. You have to break through the base and this is far from easy since many shots are needed. Meanwhile, you are continually harassed by eagles and mines. Success will bring a fantastic explosion with the beautiful castle disappearing into a myriad of glittering pieces.

The action is certainly fast and furious and you'll need a really good eye to win. The graphics are terrific and the zappy sound effects are a treat. **Bob Wade**

PANEL POINTS

Small, bright graphics adorn the screen in this game, as you zap your way through the levels. I did, however, find it rather difficult to distinguish the bullets fired by your opponents from the beautifully starry background.

Rather run of the mill spaceships and base, but an interesting fight at the end where you have to destroy the brightly coloured castle to defeat the enemy.

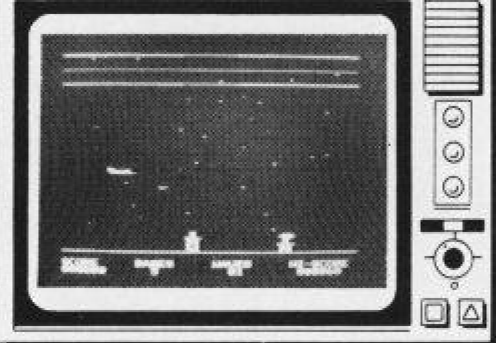
Reasonable fun to play, but I don't think *Styx* will maintain your long-term interest. **Samantha Hemens**

Very enjoyable, this Gallic shoot-'em-up. They don't make 'em like this any more over here, and more's the pity. Mean, colourful aliens, loud sound effects and fast action gave me one of the best zaps I've had for ages.

And those floating mines are very nasty… **Peter Connor**

This game certainly gets a big round zero for novelty, but I reckon it deserves 10 out of 10 for playability. In fact maybe it's just a tiny bit TOO playable – on my first go I notched up 23,500 with no sweat… Still, I suppose the hi-score boys will go ape over it. **Steve Cooke**

GAME: FIRE FLASH
MACHINE: ORIC/ATMOS
CONTROL: KEYS
FROM: NO MAN'S LAND



GRAPHICS	8
SOUND	7
ORIGINALITY	3
LASTING INTEREST	7
OVERALL	7

Having been invaded from the States we are now seeing software from Europe entering our shores, and on a minority machine like the Oric it's great news.

Fire Flash is based on *Defender* and has almost as many keys, but certainly isn't as fast. You are trying to protect a number of fuel dumps on a planet surface from marauding aliens who try to steal them.

You can scroll left or right over the ground and you also have up, down, fire and hyperspace controls. These are badly situated though and you'll find it easiest to concentrate on only travelling in one direction to minimise finger cramp.

Your ship doesn't move very fast but all the scrolling is smooth including the flying saucers. There are four waves of saucers, starting with eight opponents and increasing by eight each wave. There are four varieties of alien with the higher-scoring ones appearing on the later levels.

A radar screen at the top of the display shows you the approaching craft and your height so that you can position yourself to blast them as soon as they enter the screen. The hyperspace key allows you to dematerialise and avoid missiles and collisions but doesn't leap you around the screen.

At the end of each wave you are awarded 40 points for each remaining fuel dump and 4,000 if you can survive four waves. After four attacks the game gets even harder and there's always plenty happening on the higher levels.

Appropriate sound effects accompany the game along with a couple of ditties on the title screens, making it a competent package despite the key controls and sluggish movement.

Bob Wade

PANEL POINTS

It's a good thing that this *Defender*-derivative doesn't have hostages waiting around for you to pick up – it's embarrassing when people can walk faster than your hyper-cruiser.

Another thing: when I go into hyperspace I expect to end up somewhere in the middle of next week – not stay in the same place.

Don't get me wrong though, it's a long time since I've enjoyed an Oric game half as much as this. **Rod George**

Everyone's going on about this being a great version of *Defender*, but it didn't strike me that way. To start with, you don't have to do any rescuing and there are no mutants or human beings to add variety to the game.

However, the graphics are very good. **Steve Cooke**

This is as good a *Defender* clone as you're likely to find on the Oric.

The layout of the keys, though, is infuriating. Not only is it very difficult to manoeuvre quickly, but I found my fingers seizing up due to the contorted position they were in. Still, I enjoyed it. **Peter Connor**





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Tir Na Nog

Any game with a hero called Cuchulainn has got to be different, and *Tir Na Nog* is certainly that. It's a 'vast interactive adventure, set in the magical landscapes of Celtic mythology' and the only games I can think of that even faintly resemble it are *The Lords of Midnight* and *Valhalla*.

Where *Tir Na Nog* is superior to both of these is in the animation. Cuchulainn is the most smoothly animated figure I've ever seen on a micro. He looks a bit like an old-time hippy as he bounces along, bare-chested with his long hair waving behind him.

But what's he up to? Well, Tir Na Nog is the Celtic Other World, into which Cuchu descends after his own demise in order to find and reassemble the fragments of the Seal of Calum. This is partly because the Seal is needed to prevent great evil etc. etc. and partly because Cuchu wants to make up for the slight mistake he made when he killed his son.

Cuchu has to travel through a huge and impressively created landscape, which scrolls past him at different speeds in the middle-distance and the background. The player watches Cuchu through a camera which can be pointed in any of four directions. Although the hero can only move left or right on screen, changing the view enables him to move in other directions.

Emerging from the Altar Room at the Entrance to Tir Na Nog, Cuchu is faced by three doors. Often, before he can even get his mitts on a handle, he is confronted by a Sidhe. These are malevolent creatures which pop up all over the place. They too are beautifully animated and are somewhat daunting in appearance – hairy, ape-like things. Although they can be killed, the wisest course seems to be to run away from them.

Cuchu's main goal involves him in many subsidiary quests, such as getting information out of stubborn creatures. Scattered throughout the land are various objects, certain combinations of which will do the trick in certain situations. Only trial and error will reveal to the player which ones are successful.

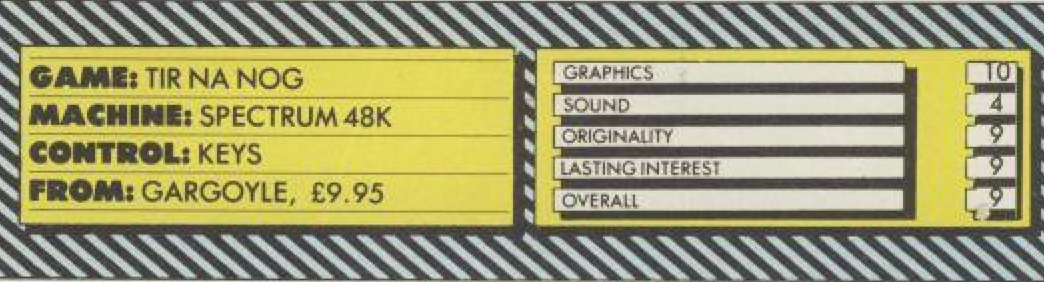
The immediate difficulty in playing *Tir Na Nog* is the size and complexity of the game. Mapping is essential or you could end up wandering for hours through the Plain of Lies, with only the odd Sidhe for company.

Tir Na Nog's originality and complexity are sure to make it popular with players who like a lengthy intellectual challenge. If you just like a quick zap, stay away.

Peter Connor



● Superb animation as Cuchulainn strolls through the Celtic Other World



GAME: TIR NA NOG
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: GARGOYLE, £9.95

GRAPHICS	10
SOUND	4
ORIGINALITY	9
LASTING INTEREST	9
OVERALL	9





PANEL POINTS

Quite a game, this. I found the animation pretty mind-blowing, and reckon that there's material here to keep me playing for many a long, dark winter's night.

I found it difficult to get my bearings to start with – the different 'camera angles' are rather confusing when you first play. This was a particular disadvantage when I was being chased by a Sidhe and came to a road-junction all too often I got 'killed' while trying to turn in a different direction.

It's certainly not a simple game to get the most out of. Perhaps it's almost too complex – making a map is essential, of course, but the instructions also mention something about visiting my local library to gather important information. I'm not sure how many days of the week would see me willing to put that sort of effort into a game, but perhaps others will feel differently.

Despite these reservations, this is definitely a game I shall keep coming back to.

Steve Cooke

Definitely the best animation yet on the Spectrum and the complexity and playability have not been sacrificed to achieve it.

The way you lumber around on your travels is tremendous and the adventure element is there in full as you explore in search of objects and your goal.

Gargoyle have also managed to capture the atmosphere that the plot and setting of the game demand, but I wish I knew the language.

This is perhaps the first TRUE adventure movie which will doubtless spawn many similar games. **Bob Wade**

PCG•HIT☆PCG•HIT☆PCG•HIT☆PCG•HI



Steer our hero **TROGG** the cuddly caveman, through 96 *reversible* levels of dangers — Occasional hails of descending daggers, heat-seeking balloons and the evil **BUNYIP** will cause you deathly problems; But don't worry — your trusty yo-yo and *off-screen action*(!) will win you points and keep you going.

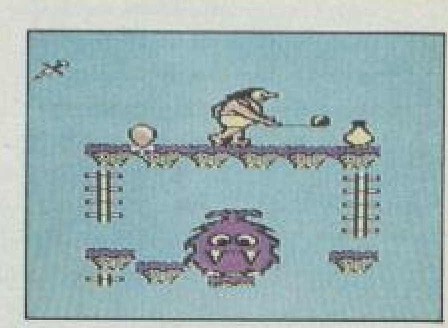
SCRUBBLY guardians, **HOOTER POGLET** and others will give you a hard time, and the better you are, the nastier and more unexpected the surprises in store.





96 LEVELS













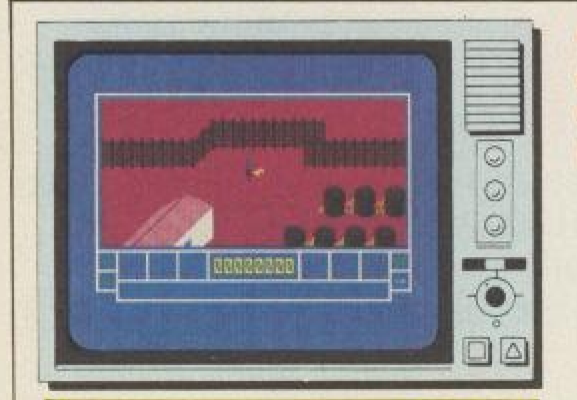
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GRAPHICS	8
SOUND	7
ORIGINALITY	6
LASTING INTEREST	5
OVERALL	6

GAME: ALL OR NOTHING
MACHINE: SPECTRUM 48K
CONTROL: KEYS, JOYSTICK
FROM: ABBEX

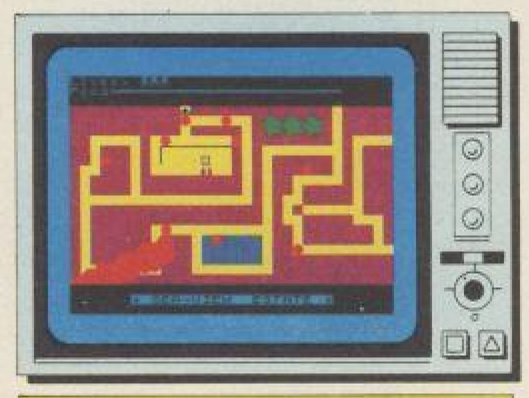
Your job in *All Or Nothing* is to recover secret files from the enemy base situated at a very secret location. Unfortunately, the base is also populated by vicious guards and their unfriendly tracker dogs.

You aren't unarmed though – you have some explosive charges which can be placed at strategic points around the camp. These charges draw the guards away from you and allow you to complete various tasks.

Firstly, you must retrieve your watch, which was lost when you parachuted into the base. Next you must crack the safe in the main office.

This can be very nerve-racking, as you have to input the correct four-figure code within 30 seconds; if you don't succeed, the alarm sounds and you are killed. But presuming you do manage to open the safe you then move on to examine the warehouses in the base to find the files you are looking for.

Graphics are drawn in a solid 3D colour perspective, giving a sort of side-on view of everything. The enemy base scrolls by as you move around, and perhaps this could have been a little



GRAPHICS	5
SOUND	5
ORIGINALITY	7
LASTING INTEREST	3
OVERALL	4

GAME: VOLCANO
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: COMPUTER MAGIC, £7.95

This is another game which boasts about its size. Forty screens above ground and 290 3D screens below, plus 100 shops and factories to explore...phew!!

The aim of the game is to escape from an erupting volcano before all the roads are blocked and the town destroyed. The hero of this scenario is you – a little pair of shoes.

The program is really two games in one. The main part is played with a bird's-eye view of a map-like maze (a medieval city). All the time the maze's roads are being blocked by boulders which appears randomly.

The only way to remove these is by collecting dynamite which is to be found in some shops and exploding it. Other things which may aid your escape can also be found in these shops.

One thing you must never do is run out of food and there isn't much of it about so it needs to be conserved. To escape a boat must be found and here the game ends.

The second part of the game comes into being if a map is found in one of the clearings. By picking this up you are thrown into the underground caverns below the city: 3D corridors.

•PCG•HIT☆PCG•HIT☆PCG•HIT☆PCG•HIT☆



A scorpion guards the top of the well – can you work out what to do with the brolly?



Polar bears and spiders

Jasper!

GAME: JASPER!
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: MICROMEGA, £6.95

GRAPHICS	9
SOUND	8
ORIGINALITY	7
LASTING INTEREST	9
OVERALL	9

Jasper! is an arcade adventure with 22 screens in which you have to get past animal and vegetable obstacles using a variety of objects. Your character is gracefully animated with a pot-belly and curling tale which wobbles as he walks along.

There are a number of things which you can pick up and use: ropes, weedkiller sprays, potions, brollies, a key and a flag. These can be picked up so that they appear in a box at the top of the screen.

You can carry no more than five at once and use them only one at a time, by pressing the number of the box in which it is shown.

RUM • SPECTRUM • SPECTRUM

smoother. The camp is not very large, but the ability to enter buildings in the base gives the game extra depth. The movement of the guards and dogs is fairly unintelligent – they seem to either run or shoot past you.

There are some nice little tunes and good sound effects accompanying your mission. I especially liked the alarm sound if you fail to open the safe (...something I heard all too often).

It's possible the humour and undoubted novelty of the game could wear off. If you take *All Or Nothing* as a good challenge, you'll be satisfied; if you're looking for a game to return to again and again, look elsewhere. **Steve Spittle**

PANEL POINTS

A strange game this. A mix of strategy, arcade and adventure. Enjoyable but with a lot of features which are hard to use due to the rapid pace of the game (i.e. although you may have the gun it is very hard to select and use it quickly.)

The controls? AAGHH! I have nightmares about this type of rotate-left/right-can't-work-out-which-way-your-man's-facing stuff. Despite that, this game is very complex and entertaining.

Martyn Smith

'A real Spectrum classic' boasts the cassette inlay, and while I might argue with that, *All Or Nothing* isn't bad at all.

Currah speech-unit owners get the added bonus of spoken instructions, and the odd 'Stop or I'll shoot!' (Don't bother stopping – the rotters will shoot you anyway...)

Peter Walker

The graphics are unpleasantly flickery and the characters nastily stick-like. There were some fun moments in the game, such as getting bitten by the guard dogs and then blowing them up in revenge. But not even that compensates for the overall dullness.

Peter Connor

Escape from this labyrinth is extremely difficult. Three matches are given which when used give a momentary glance at a map which only shows the start and the exit – but it's almost impossible to work out a route. This can make the game extremely frustrating.

The graphics in Volcano are average above ground and rather good in the 3D perspective corridors below. The claims of '290 3D screens' are a little exaggerated since most of them are different views of the same place.

However, the game is a bit thin on playability and not particularly addictive, despite the hype. In fact *Volcano* is 'lava' boring!!

Martyn Smith

PANEL POINTS

If Pompeii was like this I think most of its occupants would have slept through the whole thing. It's a terrific idea for a game, but the mediocre graphics and playability have crushed the life out of it.

All I did was waddle about the place as my clod-footed alter ego losing energy at an alarming rate. I also found the blobs of lava appeared too fast to let me get very far. Petrifyingly tedious.

Bob Wade

My excitement at this game soon ebbed. *Volcano* is slow, amateurish and boring. The graphics are simple, the sound is tedious and unimpressive and I doubt that many people could play for more than ten minutes without wanting to kill the programmer.

Rob Patrick

No, I didn't erupt with pleasure playing this one. Watching the pair of feet scurrying around the maze is initially amusing, but quickly palls.

Graphics were very dull – so dull that even the large number of locations couldn't compensate for them. It was a relief when the lava, like a spill of red ink, put an end to it.

Peter Connor

T☆PCG•HIT☆PCG•HIT☆PCG•HIT☆PCG•HIT

The obstacles that bar your way home consist of realistically animated rabbits, wasps, big cats, bears, snakes and scorpions. There are also deadly weeds, and a fall from a tree or a vine is fatal.

Jasper can jump over obstacles or duck under them and even swing on ropes to cross some hazards. While doing this the rope counts as an item picked up, so don't try and grab any ropes while you're carrying five things.

Your journey will take a long time and you will need sustenance in the form of purple apples and yellow bananas to keep you going. To begin with, running out of energy is the least of your worries: you're too busy dodging the killer bunny. However, as you get the hang of the screens you can settle down to try and work out the problems that face you.

There is no one way of doing things and tasks can be completed in different orders as long as you have planned out your route carefully. I haven't told you how to use the objects but most of them are fairly obvious while clues to the others are on the cassette inlay.

Completing 22 screens is a real job although once you have grasped the basic principles it is less a matter of discovery than of honing your skills to finish the challenge. **Bob Wade**

● Jasper!'s programmer, 24-year-old Derek Brewster. His previous hits for Micromega include Kentilla and Code Name Mat.

PANEL POINTS

Jasper seemed to me more like a kangaroo than a mouse. Whatever he is doesn't make much difference to the quality of this game, which is pretty high.

It's also pretty difficult and I have to confess that I didn't get too far, despite the rather long time I played. As arcade-adventures go, it's not one of the biggest, but it's certainly one of the more entertaining.

Peter Connor

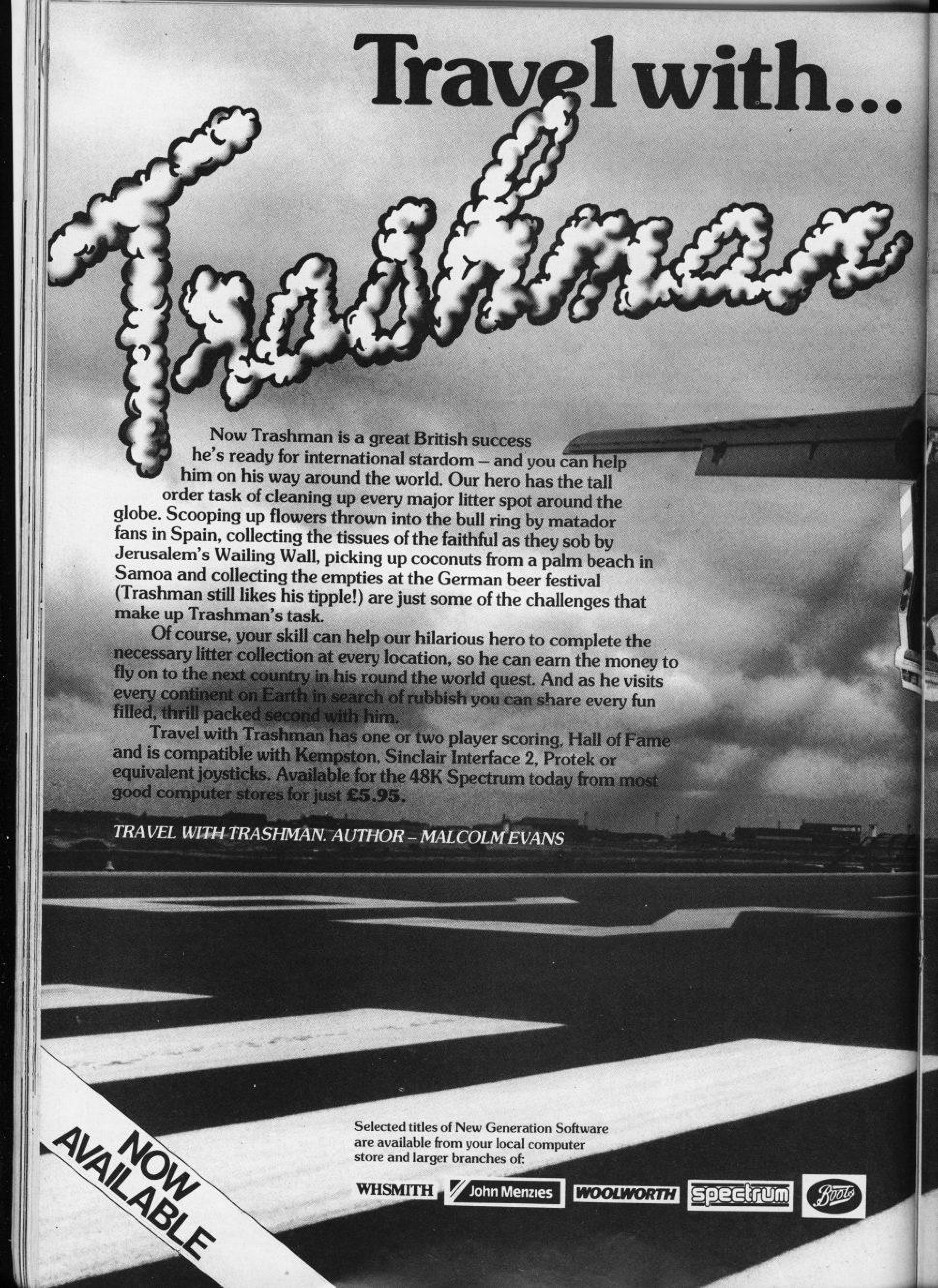
At the moment, rodents appear to be taking over the Spectrum software market – Monty Mole, Danger Mouse, and now Jasper. In common with his two illustrious predecessors, he is graphically wonderful, a large, beautifully animated and eminently lovable rat-like creature.

Indeed, all the graphics are superlative; smooth, colourful and as detailed as you could wish for. So what of the game, can it possibly be up to these high standards? Suffice to say that it's a complex mixture of arcade and adventure, requiring careful planning and some thought, easy to get into and fun to play but offering an enormously varied long-term challenge.

Peter Walker

So, finally Micromega have got on the graphic adventure bandwagon with that programming genius, Derek Brewster doing the honours. However, *Jasper!* will take you months to solve and I do mean months. It'll take a lot of time, a lot of concentration and a lot of skill before you complete this masterpiece. Well done Micromega, another classic.

Rob Patrick


Travel with...
Trashman
Now Trashman is a great British success he's ready for international stardom – and you can help him on his way around the world. Our hero has the tall order task of cleaning up every major litter spot around the globe. Scooping up flowers thrown into the bull ring by matador fans in Spain, collecting the tissues of the faithful as they sob by Jerusalem's Wailing Wall, picking up coconuts from a palm beach in Samoa and collecting the empties at the German beer festival (Trashman still likes his tipple!) are just some of the challenges that make up Trashman's task.
Of course, your skill can help our hilarious hero to complete the necessary litter collection at every location, so he can earn the money to fly on to the next country in his round the world quest. And as he visits every continent on Earth in search of rubbish you can share every fun filled, thrill packed second with him.
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For once a company has managed to bring out a game that is, in my opinion, inferior in every way (including graphics) to the one before. I reckon that takes some beating.

Half the problem of course is that this game has a lot to live up to. If you've never seen *Trashman* then you may not be too disappointed by seeing him on his travels. I quite enjoyed the game, but was irritated by the long delay every time you lost a round and the amount of time you had to spend on each screen doing the same thing.

Steve Cooke

PANEL POINTS

The graphics in particular were disappointing, with stick-like figures rushing around the screen. There's a tedious interlude between each journey complete with annoying music.

Peter Connor

Trashman was genuinely original, the follow-up is a disappointment. At first glance it appears to offer more with so many different locations. But each is just a single screen in which you indulge in the hackneyed game idea of collecting objects while avoiding nasties. Yawn.

Chris Anderson



GRAPHICS	6
SOUND	6
ORIGINALITY	6
LASTING INTEREST	6
OVERALL	6

An impressive and enjoyable arcade-adventure, especially when you consider it's been squeezed into 16K.

Although there didn't seem to be anything stunningly original about the game it had some nice touches and was difficult enough to keep me at it for quite some time.

Peter Connor

As a 16K game it's not bad at all; fitting in 24 rooms is quite a feat of programming, but has unfortunately necessitated a drop in the standards of graphics that Spectrum owners now take for granted. The characters move very

PANEL POINTS

quickly, but are flickery and not particularly detailed. If you've got 48K, don't bother with this but for unexpanded machines it's certainly the best game around.

Peter Walker

It was enevitable that eventually someone had to squeeze *Jet Set Willy* into 16K. *Sir Lancelot* is a fairly good implementation with a reasonable 24 rooms and some fairly tricky obstacles. There's nothing too difficult though as you've got to play against the clock and so, unlike *JSW*, you don't have time to think about a strategy.

Rob Patrick



GRAPHICS	7
SOUND	6
ORIGINALITY	3
LASTING INTEREST	7
OVERALL	7

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progress to the next sector.

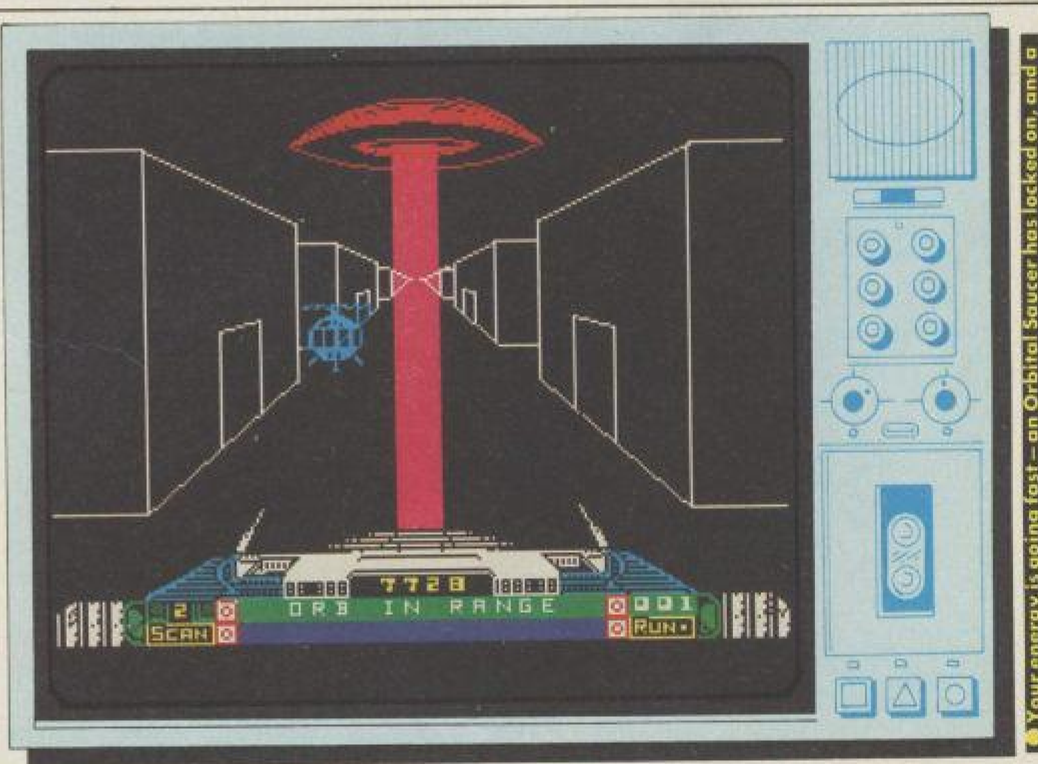
Once you think you've got enough of this currency you can return to the mother ship to stock up on energy. The trouble is that between you and the ship are the Mine Jammers – they hang around and frighten mummy away. The number of jammers depends on the frequency figure displayed at the left of the Buggy's dashboard. If this low – 1 to 3 – there aren't too many. If it's high you could be a long time trying to get back.

On the higher levels of Buggy Blast, the player comes up against some really fearsome adversaries. Time Dimensional Spinners whirr around furiously – you've got to stick them with a Xion Phaser as they stop their noise.

Argon Magnets upset your Crystal Converters: you have to jump over them or die. Radiation Storms make it very difficult to see, while Reverse Time Zones do funny things with your temporal adjustment. *Buggy Blast* is not an easy game to do well on: it will take considerable practice to earn enough Cycredits to reach the higher levels.

Graphics throughout are excellent and the sound provides a good range of explosive noise. Control is keys only and can be a bit finger twisting, but it is definitely worth the trouble.

Peter Connor



● Your energy is going fast – an Orbital Saucer has locked on, and a Helibomb is coming next

GAME: BUGGY BLAST
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: FIREBIRD, £5.95

GRAPHICS	9
SOUND	8
ORIGINALITY	6
LASTING INTEREST	8
OVERALL	8

2 GAME OF THE MONTH JANUARY 1985

UNDE

Wham! Bounce! HELP . . .! Just three seconds of play and I'm head over heels. Literally. Because the nasties in this game don't kill you, they just bounce you around the screen. It's hilarious. It's brilliant. And the game itself plays and feels quite different to *Sabre Wulf*, or indeed to any other game around. You're sick of hearing it, folks, but it has to be said: Ultimate have done it again.

You could describe *Underwurlde* as a vast platform adventure game. Vast because there are over 500 locations. Platform because you have to do an awful lot of leaping to get anywhere. Adventure because the game involves exploring in search of weapons to destroy the evil guardians.

The first thing that strikes you is the animation of Sabreman himself. Make him jump and he soars into the air like a bird, arms outstretched, body gracefully angled. Collide with an object or a creature and he spins to the ground in an ungainly sprawl. It's magnificent programming.

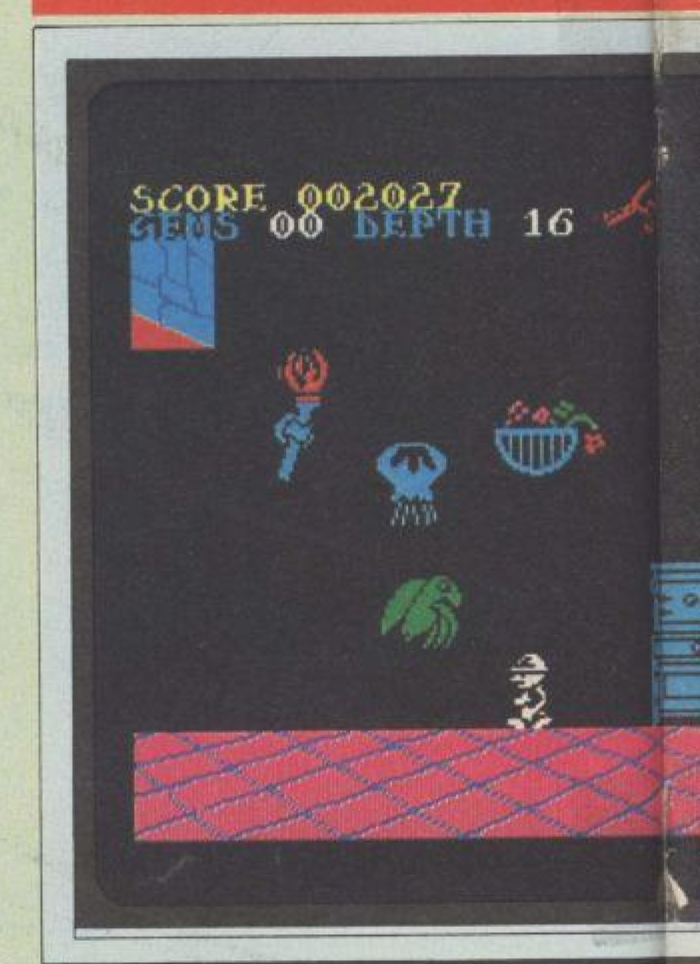
And the creatures are just as good, with winged 'harpies', jellyfish-like creatures, gremlins and, in some locations, eagles which may pick you up and carry you through several screens away from your desired course.

Contact with any other creature will send you flying – sometimes this is just a nuisance, but in many of the screens, it means you get knocked off the platform you're standing on, fall just a bit too far and . . . SPLAT.

If you're to have any hope of getting anywhere, you must find a weapon to keep those nasties at bay. Fortunately, there's a catapult available right at the start which can send out a spray of projectiles in the direction you're facing.

As you painfully bounce your way around you discover that the scenery is of two different kinds. There's the interior of what could be a castle, decorated with book-shelves, chests, eagles' crests, torches and other objects all of which double as platforms to leap onto. Then there are screens of underground tunnels and caverns in which lines of bubbles drift gently upwards from numerous small volcanos.

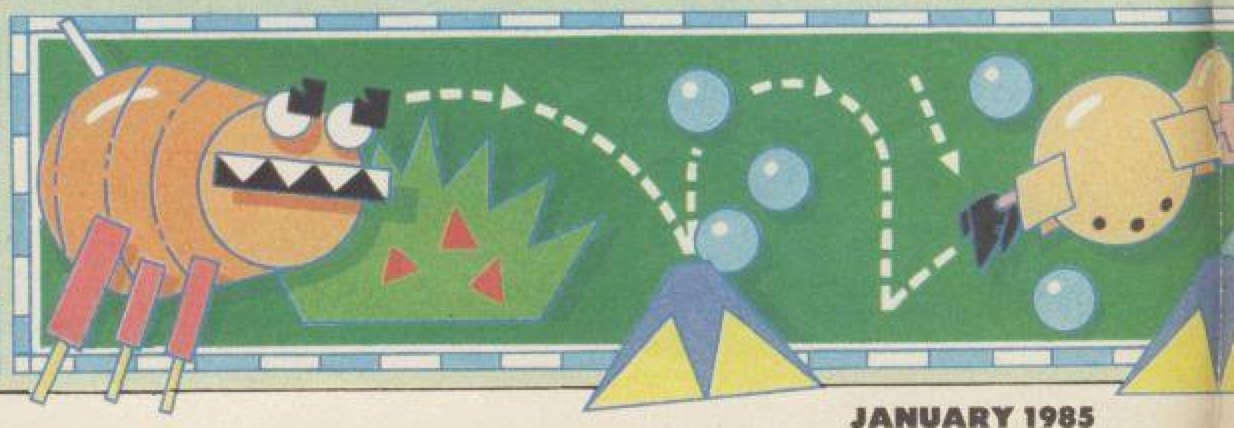
These bubbles are an essential means of transport. Jump onto one, and up you go with it – a refreshing change from platform leaping. Also in the caverns you can use a rope which automatically fastens itself to a cavern roof if you jump close enough to it – a brilliant touch.



Other features include a variety of gems which temporarily make you invulnerable, extra lives to be collected in the shape of mini-Sabremen, and the guardians themselves.

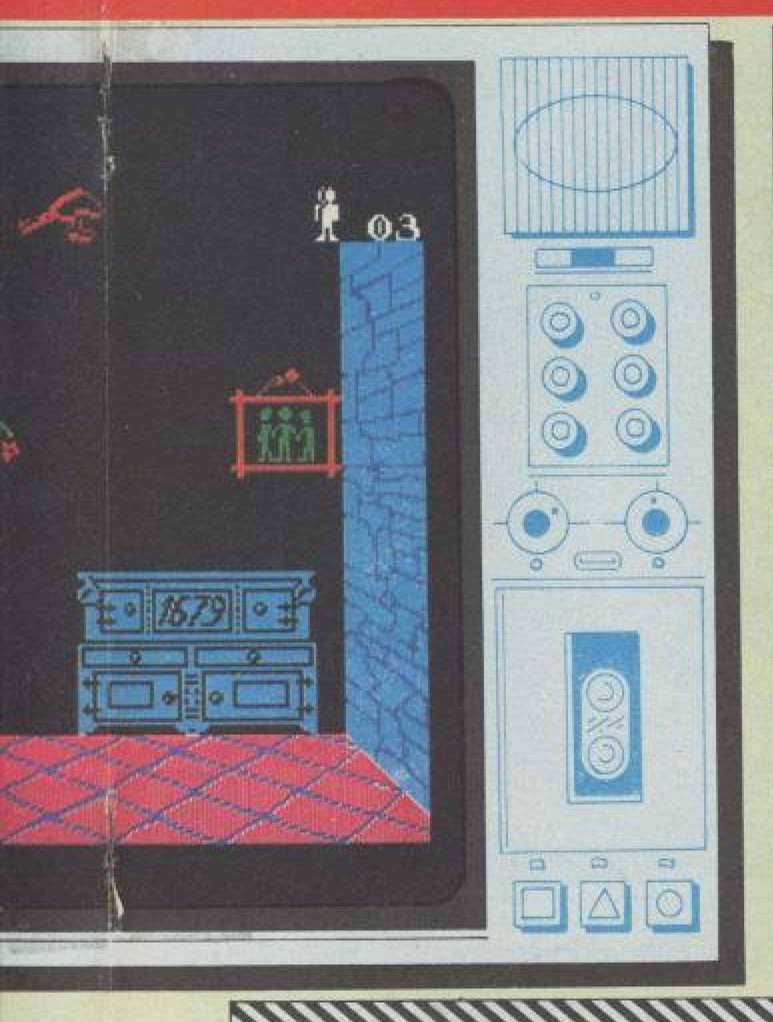
Once you've got past the third guardian, you have to try to find an exit from the Underwurlde. There are apparently three different exits, and finding just one won't be enough! I say no more.

What puts *Underwurlde* in a class above most other recent arcade-adventures is the way it plays. The action is incredibly hectic, yet wonderfully different. This is something to do with the fact that a single leap can carry



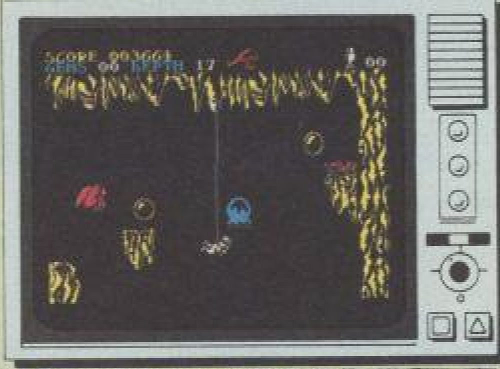
RUM • SPECTRUM • SPECTRUM

ERWURLDE





● Sabreman leaping from platform to platform in the castle. Firing the catupult keeps the monsters at bay.



● Descending by a rope in the Underwurlde. The volcanic bubbles provide another means of transport.

◄ Exploring the castle. A harpie is on the attack.

GAME: UNDERWURLDE
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP, AGF, SINC
FROM: ULTIMATE, £9.95

GRAPHICS	10
SOUND	7
ORIGINALITY	8
LASTING INTEREST	9
OVERALL	9

Sabreman the entire width of a screen.

It's one of that tiny elite of games which you fall in love with in seconds, yet keeps you going for weeks.

However four criticisms are worth making:

– there is no high score table.

– once the game is solved, interest in it will fall off. This could be avoided to some extent by including a timer, so that one could try to complete it more quickly next time.

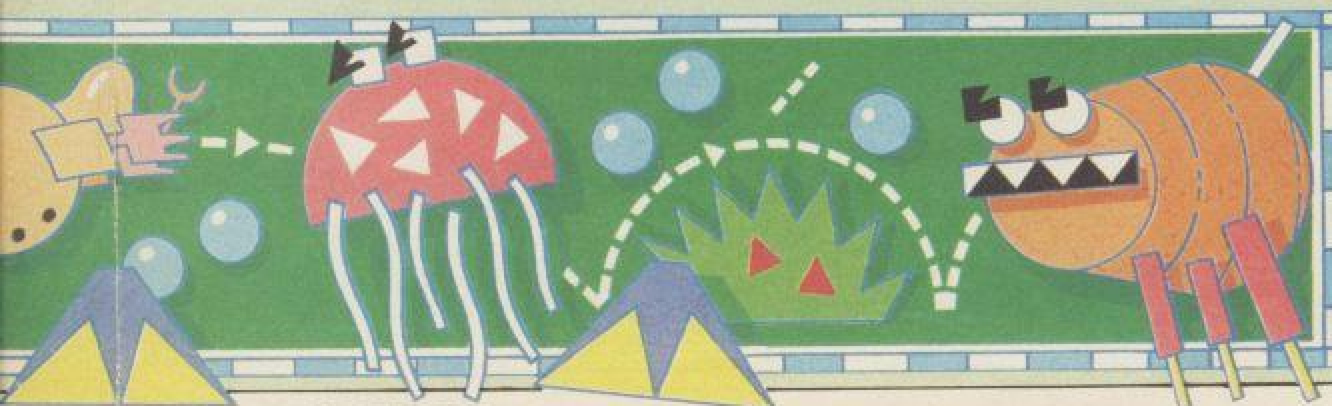
– Ultimate are still persisting with their strange control key layout. Why not have user-defined keys?

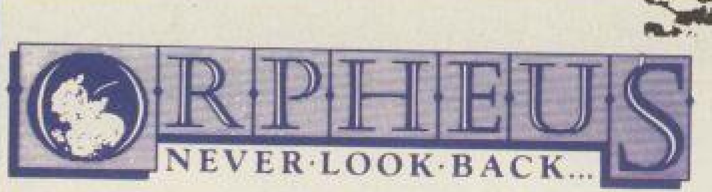
– some copies of the program appear to contain a bug which causes the ropes to stop working after a while. Ultimate insist only a few are affected and that these will be replaced.

Despite this, the game is another certain number 1 and another glossy chapter in the Ultimate success story.

Chris Anderson







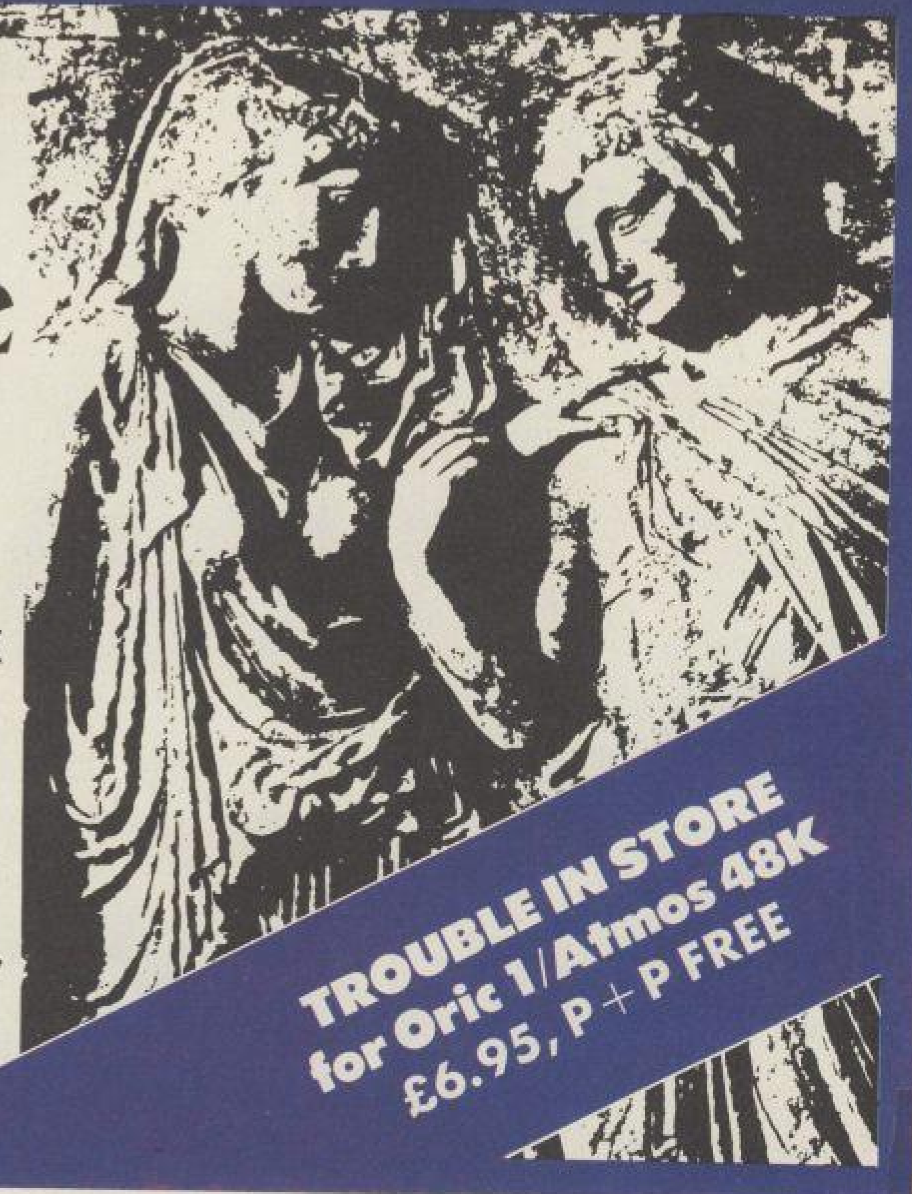
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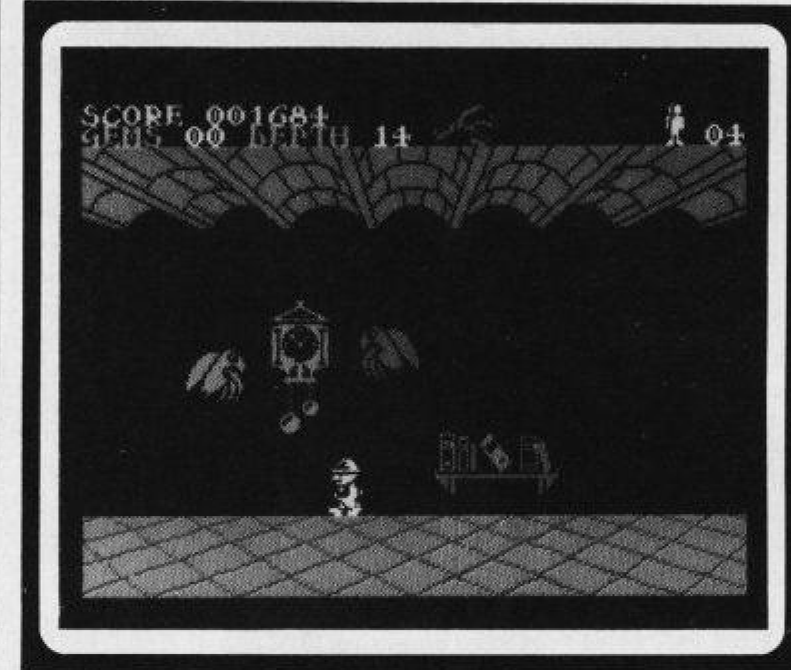
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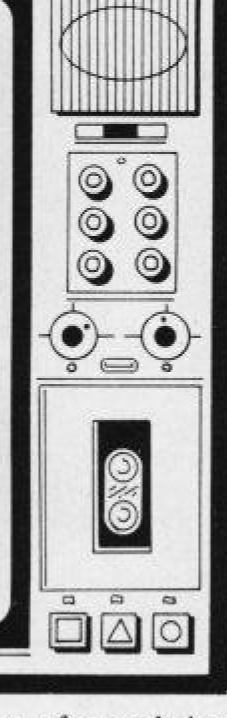
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How to explore the Underwurlde







● Superb graphics add to the action in Underwurlde

THE GOOD NEWS is that PCG has once again sprung to the aid of lost explorers and printed a full map of the game. The bad news is that there are no less than 594 locations and survival can be tough.

Your first task (after picking up the catapult lying next to you at the start) is to locate either the dagger or the bow and arrows. The locations where you may find them are indicated on the map. You can use these weapons to get past two of the guardians.

However, we have deliberately not revealed the location of the torch – we think there's only one place you'll find it, but you'll have to search it out yourself. Getting the torch allows you to enter the upper realms of the castle and hence, finally to escape.

There are three different exits – going through each one will give you a different message about a forthcoming Ultimate game.

General playing tactics are best discovered by experience but the following may help.

● Keep the fire button pressed as you enter a new location – you never know what you might run into.

● You can move down passages in the castle simply by walking off the platforms. You automatically land on the one below.

● To move up through the Underwurlde it's safer to use bubbles than ropes – you can jump off them more easily.

● Your only hope of completing the game is to pick up extra lives as you go along. Their locations are marked on the map – but some only appear when you enter the location from a particular direction.

Chris Anderson

PANEL POINTS

Ultimate's latest shot in their bid for total domination of the world games market is a real knockout. Everything about this game is superb, not least its departure from the *Atic Atac/Sabre Wolf* formula.

Apart from the superb graphics, it's the animation of Sabreman that really impresses. His leaping mode of travel is novel and entertaining. The game had just about the right blend of frustration and progress and although it's difficult I always felt I had a chance of getting on. If only I could do something about those harpies…

Peter Connor

Ultimate have scored again. The original ideas, tremendous graphics, playability and sheer frustrating difficulty are all contained in ample measure.

Being bounced off monsters is annoying but merely drives you on to try even harder to succeed. Marvellous new touches like the bubbles and being bounced instead of killed show Ultimate's brilliance.

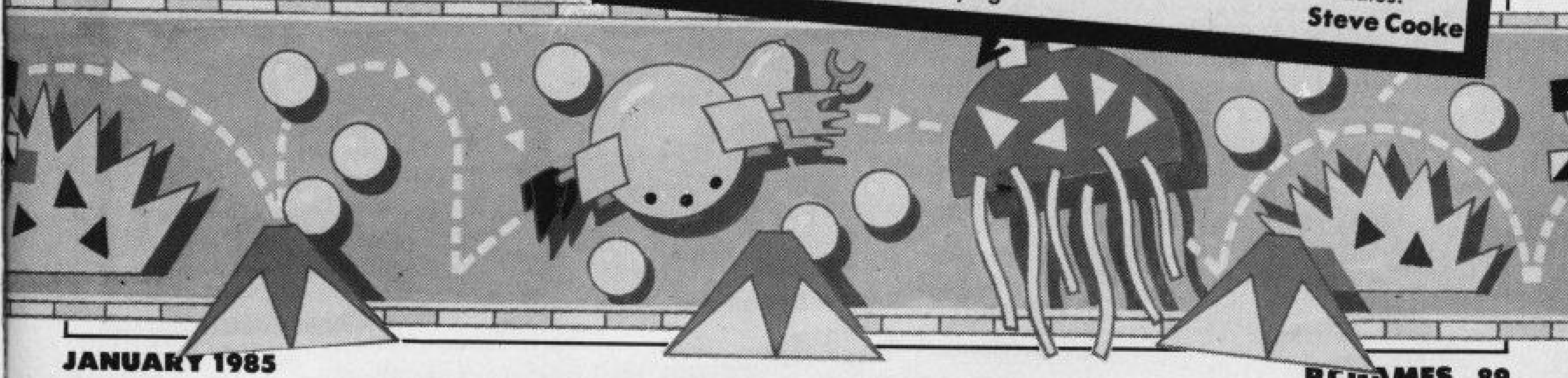
Bob Wade

Sabre Wulf was a bit of a dog if you ask me, so I was hoping for something to restore my confidence in Ultimate here. I wasn't disappointed.

The graphics are superb, of course, but what really made the game for me was the action and the challenge presented.

The game combines excellent playability together with enormous challenge, a combination that had me hooked from the word go. I particularly liked the jumping action, which seems to combine the tactics of a platform game with shoot-'em-up elements as you fight off the baddies.

Steve Cooke





SPECTRUM • SPECTRUM • SP

GAME: MR FREEZE
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP
FROM: FIREBIRD, £2.50

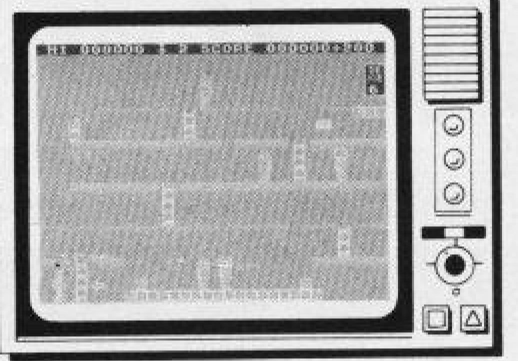
Mr Freeze is one of the games in British Telecom-owned Firebird Software's range. You control the title character who must de-freeze six compartments of a fridge. The fridge is a platform and ladders arrangement frosted for effect. To complete his task on each screen he must reach the de-ice box which is positioned in different places according to the screen. The various compartments can be attempted in any order.

However, the fridge is packed with aliens and deadly food lasers which fly about all over the place. There are also ice cubes and gaps in the platforms which block Mr Freeze's path (these must be jumped). Falling from a height or contact with the aliens loses him a life. If this happens he becomes an ice-cube himself – an attractive piece of programming.

The graphics are detailed and colourful, Mr Freeze himself is particularly well animated, clumping along in his heavy space-suit. Sound is minimal and the controls are hopeless. There is a Kempston joystick option but forget it. There are four directions to move in, and firing the laser pushes back the enemy alien. Jumping is achieved with joystick control by pushing the stick to the top-right or top-left diagonal position, and this mixes up with the direction controls making accurate movements difficult and jumping ice blocks almost impossible. So stick to the keyboard option it is marginally better.

Platform games have reached a peak with games like *Monty Mole* and *Jet Set Willy* so perhaps software houses should be dreaming up new scenarios. Games such as *Mr Freeze* seem to be taking a step backwards in programming. Six compartments seem pretty unamazing but with the awful controls you have a hard job on your hands.

Martyn Smith



GRAPHICS	6
SOUND	3
ORIGINALITY	4
LASTING INTEREST	4
OVERALL	5

PANEL POINTS

Even at £2.50 *Mr Freeze* may receive rather a cold reception since it's a simple platform game with rather dodgy control.

As a budget-priced game the six screens are fairly good value and the idea is different even if the execution isn't.

Fortunately each screen is not always the same because the food varies in its movements, so you won't be able to guarantee completing a screen each time.

Bob Wade

This icy little number leaves me cold. Gameplay is horribly unexciting because, there's nothing to pick up and your only aim is to hit the de-icing button at the top-right of the screen. You would have thought that a game with only six screens would at least have six interesting screens.

Steve Spittle

Control is very annoying; whether the huge delay between pressing a key and getting a response is to simulate skidding on ice, or is sheer bad technique is not made clear. Whatever the reason, it seriously detracts from the playability.

Even then at £2.50 *Mr Freeze* is not worth the lolly.

Peter Walker

GAME: MELTDOWN
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: KERIAN, £5.95

The cassette inlay describes this game as being 'classic in style' whereas we computer cynics know this to be merely a euphemism for entirely unoriginal. This it certainly is, with you controlling your little jet-packed man, he being as obligatory a feature of space games as was the laser base a few years back.

He moves through all nine (now *there's* efficient programming for you!!) rooms of the nuclear reactor, collecting the coolant and thus preventing the meltdown. And where would an unoriginal space game be without unoriginal aliens? There are all of two life-forms inhabiting this particular program; one species having migrated directly from *Jet-Pac*, the other being just misshapen protoplasmic blobs.

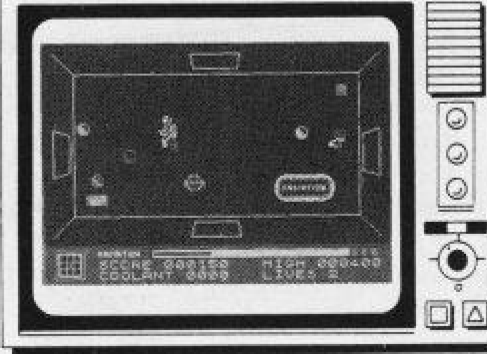
Games like this can only be carried off with any success if the programming techniques used are exceptional. Unfortunately, *Meltdown's* graphics and animation could have come from two years ago. The characters are reasonably detailed, but move in a flickery manner and, worst of all, incredibly slowly. Thus what is meant to be a game for reactions virtually becomes one of strategy – more akin to manoeuvring the QE2 than a jet-packed space hero.

Special mention must, however, be made of the sound, for the usual zaps and blasts have been done in a manner that would put a few major software houses to shame. Also the control keys are sensibly placed and easy to use.

Unfortunately, neither of these two redeeming features can offset the poor aspects of the game, due mainly to unoriginality and bad programming.

This is the first game that I have heard of from Kerian, and I hope that it is not an indication of their future standard. As it is, I would need a hefty bribe to recommend *Meltdown* to anyone.

Peter Walker



GRAPHICS	5
SOUND	7
ORIGINALITY	3
LASTING INTEREST	2
OVERALL	3

PANEL POINTS

Probably the worst game I've seen this year on the Spectrum, so slow you'd think it was in Basic and the character you control sometimes stops when other aliens appear. The graphics and sound are okay, although the large size of the spaceman makes him extremely vulnerable.

Seeing games like this makes me pleased to be able to warn you off buying them.

Martyn Smith

This game is mega-bad. Using your jet-man's laser drains his batteries so much that he loses the ability to move when he fires off a few rounds. When you move into any one of the nine rooms, you're likely to be wiped out instantaneously. This is because the aliens eminate from the walls of the rooms, so there is a chance that they will appear straight in front of the door.

Steve Spittle

This is a game I could really have enjoyed, but for one major drawback – it was impossibly slow.

The graphics were clever and pretty, the idea wasn't bad, the movement was smooth but I could well have fallen asleep such was the excitement. **Peter Connor**

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GAME: COUNTRY COTTAGES
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: STERLING SOFTWARE, £5.95

Ever fancied yourself as a grasping landlord? Well *Country Cottages* is just the program for giving vent to your venal impulses. You will need a partner and at least half an hour to play this game.

You and your opponent start off without hard cash – just a loan from a friendly bank manager. The first thing to do is to choose the length of the game which is done by entering a target amount of money; the first one to reach it wins.

Next the two players take it in turns to buy, sell and rent out cottages. A property is described and shown in hi-res graphics on the screen, and the players bid against each other until the price goes too high for one of them. Supposedly the program holds thousands of different cottages, but in fact they are all variations of the same cottage and background.

After purchasing a cottage you can rent it out by advertising the cottage and your chosen monthly rental. Humourously named people then come to rent the cottages. Other game options include selling cottages, adjusting rent and viewing the state of your bank balances. Hazards include cottages being burgled or catching fire – they may even suffer damage from thunderstorms.

When a player reaches the target figure which was set at the start of the game, he/she has won. The instructions say that the winner will be, 'justly rewarded for their victory'. What you get is a corny message in red lettering.

Country Cottages is a fairly standard property management game. It is simple to play and neatly presented, although not the most sophisticated game of its kind. If you are looking for a fun game to play with family, this will keep you occupied for a while. **Steve Spittle**

GAME: INSURGENCY
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: CCS, £5.95

Ever fancied yourself as a bit of a Ché Guevera, fighting for the freedom of the people? Or, for that matter, a government, battling for democracy and stability in a tiny state? If so, then C.C.S.'s latest release, *Insurgency*, will appeal to you.

The cassette describes the game as simulating 'a campaign of subversion in an isolated region of a third world state that has come to a head'. It's a story that will be all too familiar to anyone who reads the newspaper: martial law, task forces hunting down dissidents, neighbouring countries supporting guerilla forces.

It's a two-player game, with one player taking the part of the rebels, the other controlling state forces. Whichever role you choose to play – you will have an equal number of complicated options and eventualities to juggle with.

The tape contains two programs. The first holds the routine which sets up the game – the two players choosing the various forces with which they will wage the campaign, and the map upon which it will be fought.

The next program uses this data for the game itself, a complex affair in which the players can move forces, occupy villages, bring in new supplies, receive intelligence reports . . . and so on.

As you can tell the game is fairly complicated, so arcade aces who cannot think beyond the trajectory of their next missile should give this one a miss.

Graphically it is quite well done, the map being clear and easy to understand. The text is laid out neatly and with some thought and is therefore simple to follow. Sound is necessarily limited to informative beepings, and the controls are limited to the keyboard.

It is difficult to follow at first and takes a lot of thinking – every tactical nuance will not be immediately obvious. If you do enjoy tactical games, then this is about as good as they come.

Peter Walker

GAME: BOOTY
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP, CURS, SINC
FROM: FIREBIRD, £2.50

The game is a platform and ladders affair, not dissimilar to *Pyjamara* but nowhere near as good. You, cast as Jim the cabin boy, must run about a ship exploring its twenty holds and collect various treasures. Many of these are hidden behind numbered doors and to open these you need to find the key with the corresponding number.

Every screen is packed with cargo, treasures, doors and keys, most of which overlap rather badly when you walk past them. This overlapping sometimes makes it difficult to see whether or not you have picked something up.

To make your job more difficult there are ghost pirates, trapdoors, the captain's parrot and some extremely large rats. Also lying in wait are booby trapped treasures which, when picked up, give you very little time to get away. The idea may not be original but the elements come together to form a fairly nice game which needs some quick thinking and a sound strategy.

Generally, graphics are good, though animation is a bit jerky and there is quite a lot of colour clash which, though inevitable, can be kept to a minimum by some not-so-tricky programming.

The game starts with a pretty seascape with a jaunty hornpipe tune which continues throughout the game. If it gets a little tedious you can turn it off.

If you manage to collect all the treasures you have to find a bronze key to the next collection of booty which is tougher to get.

Despite *Booty*'s lack of originality, I feel it is very good value for the mere £2.50 you have to pay. And it certainly bodes well for the full-price range of Firebird games. **Rob Patrick**

GAME: TURMOIL
MACHINE: 48K SPECTRUM
CONTROL: KEYS, KEMP
FROM: BUG-BYTE, £6.95

You've heard the joke about the bouncing Czechs, now play the computer game with the bouncing Arabs. I'm not sure the Race Relations Board is going to like this game a great deal but I'm sure you will.

Taking the role of Mic Mechanic you must negotiate your way round a factory collecting tools, returning them to the workshop and collecting oil so that you can fill your car and make your escape to the next screen. You collect the oil and tools by running up and down ladders and jumping between platforms using ropes, springboards, conveyer belts and a wrap-around screen to help you.

If this isn't enough, you are chased around by sword-wielding Arabs who are more than a little disgruntled by the mess you've made in the factory and the fact that you're stealing their oil. Considering the price of the stuff these days I'm not at all surprised!

The game has twenty-six screens (Coded A to Z) and each one presents a new challenge. There are some really difficult obstacles to overcome and it's easy to become addicted. The main task on each screen is to collect enough oil for your car to drive away. The real problem is not getting at the car but obtaining the oil in the first place.

You drop the oil down a grid to fill up the car which gradually appears from the wheels up till the roof plonks on top. The car trundles off the screen sounding rather sick, so it's no surprise that you have to fill it up all over again.

Graphics are excellent throughout the game and that all-too-frequent phenomenon of colour clash is virtually non-existent. There's some nice animation and the Arabs can be quite fast and extremely ruthless so you've got to be on your toes. **Rob Patrick**

RUM • SPECTRUM • SPECTRUM

I have to admit to a sneaking enjoyment of strategy games. The trouble is that bad strategy games are easy to program and good ones are hard to find. *Country Cottages* isn't exactly at the top of the league, but it's very nicely presented and I found playing it quite a laugh.

I have serious doubts about its long term interest, but I suppose it's the sort of game you can always bring out when you've got friends round who haven't seen it before. After all, it's pretty simple stuff and doesn't need a degree in joystick control to play.

Steve Cooke

PANEL POINTS

I'm not sure who's likely to buy this particular game. The only strategy type game that has sold really well is *Football Manager* from Addictive Games.

Country Cottages may have graphics (quite good ones at that) but the options are extremely limited and I can't see many people playing for a long time.

Rob Patrick

Strategy games need a certain degree of complexity to hold one's attention, and *Country Cottages* is really a bit too simplistic.

Peter Walker



GRAPHICS	7
SOUND	3
ORIGINALITY	5
LASTING INTEREST	4
OVERALL	5

Although this game is in Basic it's quite quick and there's a lot to think about. The graphics are fair and there is sound. The main criticism I have is the fact that two players must play – there is no option of playing against the computer – so while one person sees his instructions, the other must turn his back.

If you like this sort of wartime/strategy game (they seem to have a small cult following, though I don't think I've ever seen one in the charts) this is perhaps one you might like to invest in. However, I think it is rather overpriced.

Martyn Smith

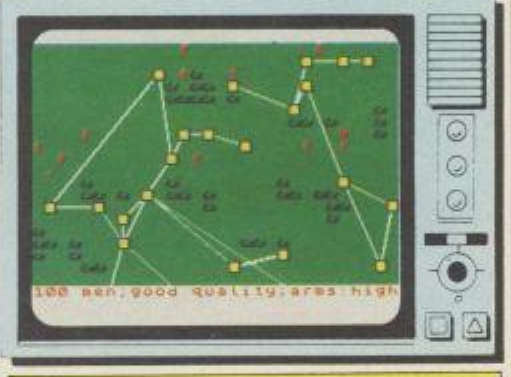
PANEL POINTS

Graphics are used to display the troop positions but most of the symbols are unclear. The maps are probably more confusing than helpful. Sound is virtually non-existent.

I played *Insurgency* with several different people and nobody could really grasp the mechanics of the game. It would probably appeal to wargamers who play in the conventional way and would like to play a quick game, (by quick, I mean less than a day) when they come home from work.

Quick, somebody give me an arcade game.

Steve Spittle



GRAPHICS	7
SOUND	3
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	6

It was a pleasant surprise to find that discount software could be as good as this. With so many screens and lots of treasures to collect, doors to open and things to avoid it really is marvellous value.

The colours are a little garish and the overlapping of characters is unpleasant but I suppose you can't ask for too much for £2.50.

With three different levels there's certainly lots to keep you going. If this is only the silver range from BT I can't wait for the gold.

Bob Wade

PANEL POINTS

I found the game to be a little low on concept and really more strategy than anything else – deciding which key to pick up and when.

The graphics are chunky and rather un-Spectrum like and, unfortunately, this means that when the cabin boy climbs the ladders the machines colour problems were never more in evidence. The sound is also rather poor.

A brilliant title screen sets the mood well and there is a catchy little tune. Quite a lot of screens for your money as well – some of them quite good, others best forgotten.

Martyn Smith



GRAPHICS	7
SOUND	5
ORIGINALITY	3
LASTING INTEREST	7
OVERALL	7

The graphics are well drawn and animation is smooth. Colours are used effectively, so there is the minimum of clashing as characters meet. Sound consists of a reasonable tune and the usual burbles and beeps.

Gameplay is challenging and amusing, the later screens are very difficult and will tax even the most proficient player.

One reservation is the lack of variety in the characters, just you and the Arabs.

Overall, it's a very competent game with attractive graphics, good animation, and challenging screens. But isn't this game a little racist?

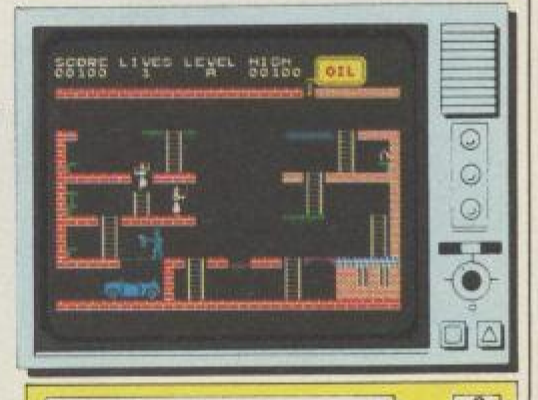
Steve Spittle

PANEL POINTS

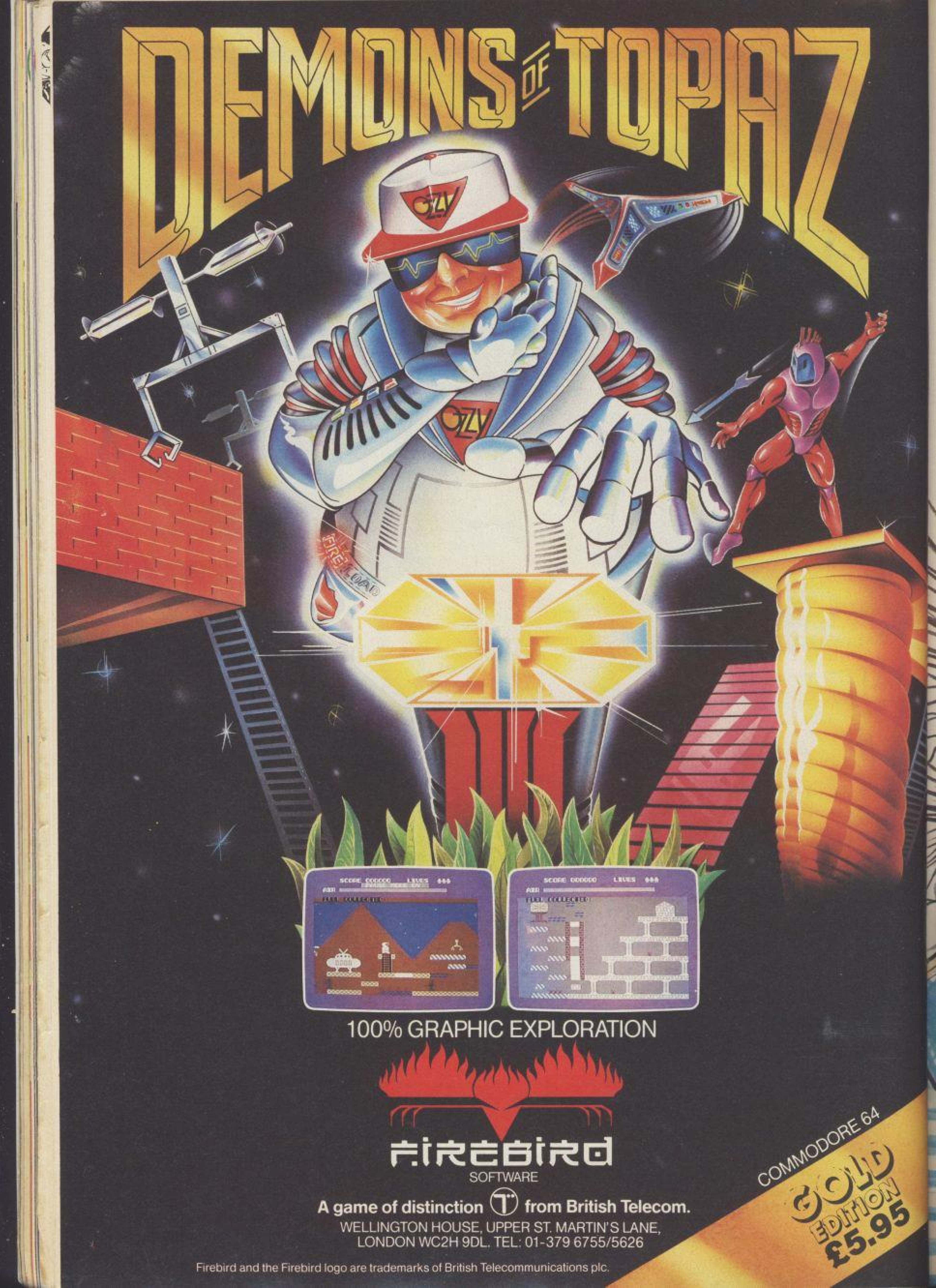
I really liked this new game by Bug-byte. The animation is superb and hilarious. The sound gets a bit annoying, (pity there is no on/off option). It is a platform game but because of the many objects to spring off and swing on, as well as lifts and conveyor belts to anticipate... well there is a lot to think about!!

Lasting interest? Twenty-six very difficult screens to complete, that should be enough to keep you glued to the computer for a good while. The original touches should give it the edge on its competitors.

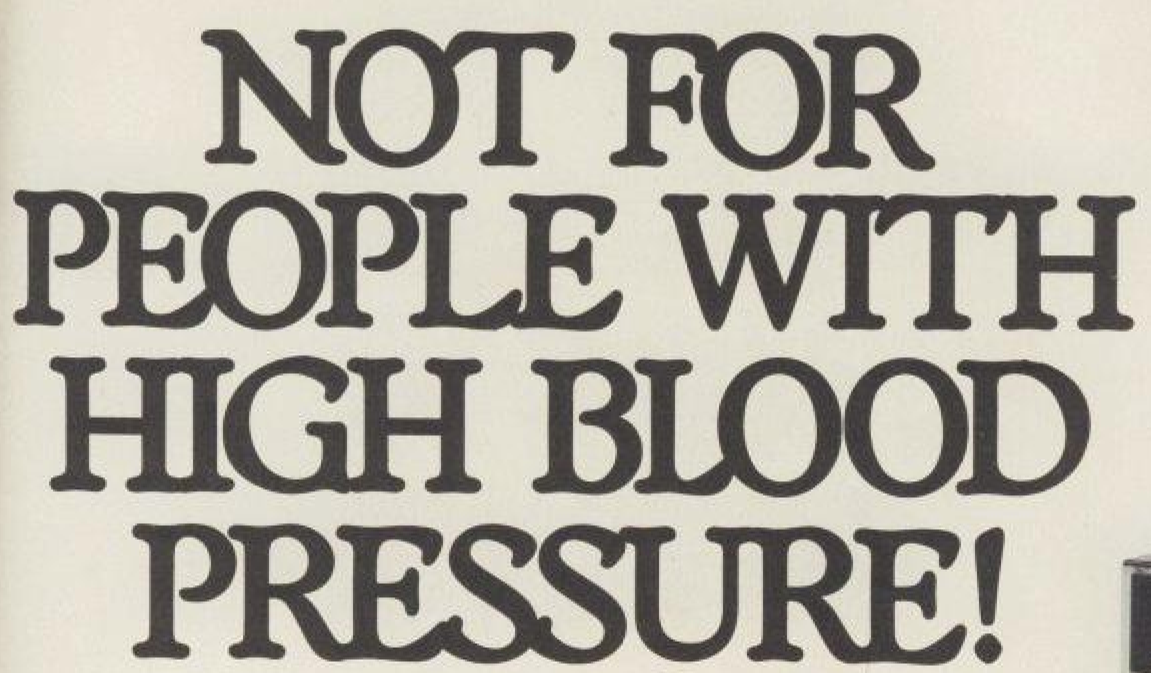
Martyn Smith



GRAPHICS	8
SOUND	6
ORIGINALITY	5
LASTING INTEREST	7
OVERALL	7



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A&F Software, Unit 8, Canal Side Industrial Estate, Woodbine Street East, Rochdale, Lancs OL16 5LB.
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MONSTERMANIA

by Peter Azzopardi

For the BBC

What a game!! We reckon this listing is easily up to the standard of many commercial Beeb programs. Type it in, save it to tape (just to be on the safe side), RUN it, and g..a..s..p at the graphics. What's more, it doesn't just look good – it's a real challenger when it comes to gameplay too.

You start at the bottom of the screen and must fill in all the platforms by passing over them. You can jump up the ladders, and dropping from one platform to another is allowed. You get one point for each platform filled in.

You have four lives and lose one if you collide with a monster or with the display border. A screen is cleared when all the platforms are filled in. Keep an eye on the oxygen level – you get a bonus for the amount remaining when you've cleared a screen, but you get killed if it runs out.

There are three different screens to clear before you reach level 2. You are then awarded a bonus life, but from that point on a filled platform will de-fill if you re-cross it, making life much, much harder! You will lose a point each time a platform de-fills.

There's a hi-score table waiting for you, so get those fingers tapping!

Main variables

v%	When v%<>0 stop the game, v%=1 then screen cleared, v%=2 life lost
I%	Lives
sc%	Score
name$	Hi-score top eight
score	Hi-score top eight
sh%	Sheet
le%	Level
x%	x co-ord of player
y%	y co-ord of player
w%	Monster 1 x co-ord
z%	Monster 1 y co-ord
r%	Monster 2 x co-ord
s%	Monster 2 y co-ord
a$	Player figure
h$	Monster 1
I$	Monster 2
f$	Flower
v	Speed of monsters

Program description

Line	
10	Title
20	Error trap
30	Calls proc to define chars
40-130	Main loop
140-190	Check move proc
200-530	Defines chars
540	Initialise variables
550-740	Print screen, tune etc
750	Tune 1 data
760-820	Screen data
880-900	Chars for screens 2,1,3
910	Delay proc
920-990	Proc move stage/level
1000	Tune 2 data
1010-1050	Move right proc
1060-1100	Move left proc
1110-1120	Check if dead
1130-1200	Proc drop man
1210-1270	Fill platforms
1280	Print score
1290-1440	Proc jump
1450-1580	Move monsters, bonus etc
1590-1660	Lose a life
1670-1720	End game
1730-1940	Introduction
1950-1960	Error routine

```
   10 REM MONSTERMANIA(c) BY P.AZZOPARDI
   20 ONERRORGOTO1950
   30 PROCDEFINE
   40 REPEAT
   50 MODE7
   60 PROCINTRO
   70 MODE2
   80 PROCINIT
   90 REPEAT
  100 PROCSCREEN
  110 REPEAT PROC_CH_MOVE:PROCGAME:UNTIL
V%<>0:IF V%=1 PROCLEVEL ELSE PROCLIFE
  120 UNTILI%=0
  130 UNTILFALSE
  140 DEFPROC_CH_MOVE
  150 IF INKEY-1  PROCJUMP:ENDPROC
  160 IF INKEY-98 PROCLEFT:ENDPROC
  170 IF INKEY-67PROCRIGHT:ENDPROC
  180 PROCDELAY(30)
  190 ENDPROC
  200 DEFPROCDEFINE
  210 FORA=1TO9:READB:A$=A$+CHR$B:NEXT
  220 FORA=1TO9:READB:B$=B$+CHR$B:NEXT
  230 FORA=1TO9:READB:C$=C$+CHR$B:NEXT
  240 FORA=1TO9:READB:D$=D$+CHR$B:NEXT
  250 FORA=1TO9:READB:E$=E$+CHR$B:NEXT
  260 FORA=1TO9:READB:F$=F$+CHR$B:NEXT
  270 REM*DATA FOR CHARACTERS*
  280 DATA18,3,3,224,8,18,3,1,225
  290 DATA18,3,4,226,8,18,3,7,227
  300 DATA18,3,11,228,8,18,3,7,229
  310 DATA18,3,3,230,8,18,3,1,231
  320 DATA18,3,10,232,8,18,3,7,233
  330 DATA18,3,15,240,8,18,3,8,241
  340 ENVELOPE1,2,-1,-1,-1,255,255,255,1
20,0,0,-120,100,60
  350 ENVELOPE2,2,0,0,0,0,0,255,3,0,0,-1
25,125,0
  360 ENVELOPE3,1,0,0,0,0,0,202,0,0,0,-2
,100,40
  370 ENVELOPE4,130,0,-2,0,8,25,20,0,-4,
-4,-3,125,60
  380 VDU23,224,60,126,153,189,255,102,6
0,102
  390 VDU23,225,24,0,102,102,0,24,0,0
  400 VDU23,226,56,124,146,146,254,198,2
54,170
  410 VDU23,227,0,0,108,40,0,56,0,0
  420 VDU23,228,36,102,153,153,255,102,3
6,102
  430 VDU23,229,0,0,102,66,0,24,0,0
  440 VDU23,230,68,170,0,108,108,0,0,0
  450 VDU23,231,0,0,56,16,186,254,254,84
  460 VDU23,232,8,8,62,8,127,93,20,54
  470 VDU23,233,54,34,0,0,0,0,0,0
  480 VDU23,255,0,128,128,128,128,128,12
8,0
  490 VDU23,240,68,68,40,40,40,40,16,145
  500 VDU23,241,0,130,130,68,68,68,40,14
5
  510 VDU23,254,255,255,255,255,255,255,
255,255
  520 DIMNAME$(8),SCORE(8):FORL=2TO7:NAM
E$(L)="P.C.G. Reader No."+STR$(L-1):SCOR
E(L)=(8-L)*50:NEXT:SC%=0
  530 ENDPROC
  540 DEFPROCINIT VDU19,2,4;0;19,5,3;0;2
3;8202;0;0;0;:LE%=1:I%=4:SH%=1:SC%=0:END
PROC
  550 DEFPROCSCREEN
  560 R=RND(5):IFR=1H$=C$:I$=B$ELSEIFR=2
H$=D$:I$=B$ELSEIFR=3H$=E$:I$=B$ELSEIFR=4
H$=C$:I$=D$ELSEH$=E$:I$=C$
  570 H=1192:X%=448:Y%=188:W%=960:Z%=188
:V%=0:F%=0:N=1:R%=448:S%=924
  580 IFSH%=1 RESTORE800 ELSEIF SH%=2 RE
STORE760 ELSE RESTORE840
  590 ON SH%GOSUB890,880,900
  600 VDU19,10,0;0;19,11,0;0;19,13,0;0;4
,17,139,12,28,1,27,18,3,17,128,12,28,1,3
0,18,29,12,26
  610 PRINTTAB(1,1);SPC(18):READA,B,C,D,
CA%,CB%,CC%,CD%:K%=A:E=B:F=C:I=D
  620 COLOUR10:FORD=1TOE:READA,B,C:VDU31
,A,B:FORG=1TOC:VDU238:NEXT,
  630 VDU19,10,CA%;0;
  640 COLOUR13:FORD=1TOF:READA,B,C:VDU31
,A,B:FORG=1TOC:VDU234,8,10:NEXT,
  650 SOUND2,2,0,22:SOUND3,2,1,22:FORF=1
TO81STEP.3:VDU23,0,1,F;0;0;0;:NEXT
  660 COLOURCA%:PRINTTAB(1,1);"SC= ";SC%
:COLOURCB%:PRINTTAB(10,1);"LE=";LE%:COLO
URCC%:PRINTTAB(15,1);"SH=";SH%;
  670 VDU19,10,CA%;0;19,11,CD%;0;19,13,C
C%;0;19,14,3;0;5
  680 FORD=1TOI:READA,B:VDU25,4,A;B-32;1
8,3,CB%,239,8,11:PRINTF$:NEXT
  690 MOVEX%,Y%:PRINTA$:MOVEW%,Z%:PRINTH
$:MOVER%,S%:PRINTI$
  700 IFI%>1 FORT=1TOI%-1:MOVET*71+32,76
:PRINTA$:NEXT
  710 SOUND0,2,6,16:MOVE500,76:GCOL0,7:P
RINTSTRING$(11,CHR$(254)):GCOL3,6:FORL=5
12TO1180STEP8:VDU25,4,L;76;255:IFL>720 G
COL3,3
  720 NEXT:MOVE366,534:PRINT;"GET READY"
:FORQ=1TO2:RESTORE750
  730 FORT=1TO9:READP,D:SOUND1,-10,P,D:N
EXT:NEXT:MOVE366,534:PROCDELAY(999):PRIN
T;"GET READY":FORL=3TO1STEP-.2:SOUND1,-1
0,141,L:SOUND1,0,0,0:NEXT
  740 ENDPROC
  750 DATA101,5,121,3,137,5,121,2,129,2,
121,2,129,2,121,4,117,4
  760 DATA72,20,8,3,4,6,7,1
  770 DATA2,5,3,6,5,6,13,5,4,3,8,15,2,12
,2,9,12,2,13,12,4,2,17,1,4,17,2,7,17,2,1
0,17,4,17,17,2,1,20,2,1,23,3,5,23,1,9,23
,8,1,27,3,5,27,4,11,27,4,16,27,3
  780 DATA1,8,5,12,5,3,8,12,5,11,12,5,18
,8,5,6,17,7,16,17,6,8,23,4
  790 DATA640,316,320,796,832,508
  800 DATA50,23,9,4,1,3,6,2
  810 DATA2,6,2,5,6,5,11,6,1,15,6,2,18,6
,1,1,12,1,3,12,2,6,12,6,14,11,1,16,11,2,
14,14,1,1,16,2,5,16,1,8,16,4,1,21,2,9,21
,3,14,21,3,18,21,1,1,27,3,5,27,3,9,27,3,
13,27,3,17,27,2
  820 DATA4,6,6,10,6,6,17,6,5,2,12,4,15,
11,10,3,16,6,7,16,6,17,21,6,5,21,6
  830 DATA320,540,896,604,384,188,1152,3
80
  840 DATA58,18,8,5,2,7,6,4
  850 DATA2,6,1,5,7,2,13,7,2,17,6,1,6,13
,3,10,13,4,5,16,2,13,16,2,8,17,1,10,17,2
,7,19,8,10,22,4,10,26,4,2,27,6,16,27,2,8
,7,4,2,4,8,11,4,7
  860 DATA1,4,24,18,4,24,7,7,6,12,7,6,9,
13,6,6,19,8,9,22,6,14,22,6
  870 DATA256,188,320,540,384,636,832,63
6,896,540
  880 VDU23,238,255,165,90,165,90,36,24,
0,23,239,0,90,165,90,36,24,0,0,23,234,25
5,0,24,0,60,0,24,0:RETURN
  890 VDU23,238,255,0,245,21,21,10,0,6,2
3,239,0,255,10,10,10,0,0,0,23,234,255,36
,36,36,36,36,36,36:RETURN
  900 VDU23,238,255,129,195,90,195,189,0
,102,23,239,0,126,36+24,165-129,60,0,0,0
,23,234,255,8,16,8,16,8,255,0:RETURN
  910 DEFPROCDELAY(J):FORP=1TOJ:NEXT:END
PROC
  920 DEFPROCLEVEL
  930 IFLE%=1ANDSH%=3I%=I%+1:FORL=1TO20:
SOUND2,-10,200,1:SOUND2,0,0,1:NEXT
  940 SH%=SH%+1:IFSH%=4 LE%=LE%+1:SH%=1
  950 FOR R=H DIV 16*16 TO 512 STEP-16:S
OUND1,-12,150,1
  960 VDU25,4,R;76;18,3,1,255:PROCDELAY(
```



```
200):SC%=SC%+10:PROCSCORE:NEXT
970 RESTORE1000:FORR=1TO11:READP,D:SOUND3,-10,P,D:NEXT:SOUND0,2,4,18
980 VDU4,31,0,31:FORF=0TO31:VDU10:*FX19
990 NEXT:CLS:ENDPROC
1000 DATA129,7,117,3,121,3,129,7,101,7,121,3,129,3,137,3,145,3,149,4,149,4
1010 DEFPROCRIGHT:SOUND&00,3,3,1:SOUND&11,0,69,1
1020 MOVEX%,Y%:PRINTA$:X%=X%+32:PROCPOINT:MOVEX%,Y%:PRINTA$:IF POINT(X%,Y%-32)=0PROCDROP
1030 IF V%=2 ENDPROC
1040 IF POINT(X%,Y%-32)=10PROCFILL
1050 ENDPROC
1060 DEFPROCLEFT:SOUND&00,3,3,1:SOUND&11,0,53,1
1070 MOVEX%,Y%:PRINTA$:X%=X%-32:PROCPOINT:MOVEX%,Y%:PRINTA$:IF POINT(X%,Y%-32)=0PROCDROP
1080 IF V%=2 ENDPROC
1090 IF POINT(X%,Y%-32)=10PROCFILL
1100 ENDPROC
1110 DEFPROCPOINT:IFPOINT(X%+24,Y%-28)<>0ORPOINT(X%+32,Y%-28)<>0 V%=2
1120 ENDPROC
1130 DEFPROCDROP
1140 IFPOINT(X%,Y%-32)<>0ORPOINT(X%+56,Y%-32)<>0 ENDPROC
1150 SOUND1,1,Y%/5,255:SOUND&10,3,3,255
1160 REPEAT
1170 MOVEX%,Y%:PRINTA$:Y%=Y%-32:PROCPOINT:MOVEX%,Y%:PRINTA$:PROCGAME
1180 UNTIL POINT(X%,Y%-32)<>0ORY%=156OR POINT(X%+56,Y%-32)<>0 OR V%=2
1190 SOUND&11,0,0,0:SOUND&10,0,0,0:IFY%=156V%=2
1200 ENDPROC
1210 DEFPROCFILL
1220 IFX%/64<>INT(X%/64)ENDPROC
1230 IF LE%=1 ANDPOINT(X%+8,Y%-36)=0 VDU18,0,CB%,25,4,X%;Y%-32;239:F%=F%+1:SC%=SC%+1:PROCSCORE:SOUND0,-10,5,2:GOTO1260
1240 IF LE%<>1 VDU18,3,CB%,25,4,X%;Y%-32;239
1250 IF LE%<>1 ANDPOINT(X%+8,Y%-36)=0 F%=F%-1:SC%=SC%-1:PROCSCORE:SOUND0,-10,6,2 ELSE IFLE%<>1F%=F%+1:SC%=SC%+1:PROCSCORE:SOUND0,-10,5,2
1260 IF F%=K% V%=1
1270 ENDPROC
1280 DEFPROCSCORE:VDU4,31,5,1:PRINT;SC%:VDU5:ENDPROC
1290 DEFPROCJUMP:SOUND&00,3,2,1
1300 IF INKEY-98 RESTORE1420 ELSE IF INKEY-67 RESTORE1430 ELSE RESTORE1440
1310 FOR D=1TO3
1320 READK,L:MOVEX%,Y%:PRINTA$:X%=X%+K:Y%=Y%+L:PROCPOINT:MOVEX%,Y%:PRINTA$:IFV%=2D=3:GOTO1350
1330 PROCGAME
1340 IF POINT(X%,Y%-32)<>0ORPOINT(X%+56,Y%-32)<>0D=3
1350 NEXTD
1360 PROCPOINT
1370 IF Y%=156 ORPOINT(X%+24,Y%-12)=4V%=2:ENDPROC
1380 IF POINT(X%,Y%-32)=0PROCDROP
1390 IF V%=2ENDPROC
1400 IF POINT(X%,Y%-32)=10PROCFILL
1410 ENDPROC
1420 DATA-32,32,-64,0,-32,-32
1430 DATA32,32,64,0,32,-32
1440 DATA0,32,0,0,0,-32
1450 DEFPROCGAME
1460 IF INKEY-68 GCOL3,3:MOVE366,540:PRINT"Freeze":SOUND&10,0,0,0:SOUND&11,0,0,0:REPEAT UNTIL INKEY-54:MOVE366,540:PRINT"Freeze"
1470 N=N+1:IFN<V+5 GOTO1550 ELSE N=1
1480 MOVEW%,Z%:PRINTH$
1490 IFZ%>Y% Z%=Z%-32:GOTO1510ELSEIFZ%<Y% Z%=Z%+32:GOTO1510
1500 IFW%>X% W%=W%-32:ELSEIFW%<X% W%=W%+32
1510 MOVEW%,Z%:PRINTH$:MOVER%,S%:PRINTI$
1520 IFR%>X% R%=R%-32:GOTO1540 ELSEIFR%<X% R%=R%+32:GOTO1540
1530 IFS%>Y% S%=S%-32:ELSEIFS%<Y% S%=S%+32
1540 MOVER%,S%:PRINTI$
1550 IF Z%=Y% AND X%<=W%+32 AND X%>=W%-32 V%=2
1560 IF S%=Y% AND X%<=R%+32 AND X%>=R%-32 V%=2
1570 H=H-1:IFH/16=INT(H/16) VDU25,4,H;76;18,3,1,255:SOUND3,-1,160,3:IF H<720 SOUND2,-14,200,3:IFH=512 V%=2
1580 ENDPROC
1590 DEFPROCLIFE
1600 SOUND&11,1,200,20:SOUND&10,3,3,20:I%=I%-1:GCOL0,0:E=1
1610 FORP=Y%TOY%-28STEP-0.4
1620 MOVEX%,P:DRAWX%+56,P:MOVEX%+E,Y%:DRAWX%+E,Y%-28:E=E+0.8:NEXT:SOUND1,4,150,25
1630 IF I%=0 PROCDEAD
1640 PROCDELAY(1000):VDU19,11,0;0;19,13,0;0;:SOUND&11,0,0,0
1650 SOUND&12,2,0,20:SOUND1,2,70,20:FORF=81TO0STEP-.3:VDU23,0,1,F;0;0;0;:NEXT
1660 ENDPROC
1670 DEFPROCDEAD:RESTORE1710:SOUND0,1,6,35
1680 FORR=1TO9:READR$:GCOL0,RND(6):MOVER*64+320,540:PRINTR$:PROCDELAY(300):NEXT
1690 FORR=1TO13:READP,D:SOUND&03,-10,P,D:IFP=149OR97SOUND3,0,0,0
1700 NEXT:ENDPROC
1710 DATA"G","A","M","E"," ","O","V","E","R"
1720 DATA89,8,149,8,149,8,145,8,137,8,117,8,121,13,117,4,109,8,101,8,97,8,97,13,89,8
1730 DEFPROCINTRO:VDU23;8202;0;0;0;
1740 PRINTCHR$141;CHR$129;CHR$157;CHR$131;TAB(14);"MONSTERMANIA"
1750 PRINTCHR$141;CHR$129;CHR$157;CHR$130;TAB(14);"MONSTERMANIA"'
1760 PRINTCHR$141;CHR$133;TAB(2)"KEYS:"'CHR$141;CHR$134;TAB(2)"KEYS:"
1770 PRINTTAB(7,3);CHR$132;"SHIFT...Jump    F.....Freeze";TAB(7,4);CHR$133;"SHIFT...Jump    F.....Freeze"
1780 PRINTTAB(6,5);CHR$141;CHR$130;"Z.......Left    U...Unfreeze";TAB(6,6);CHR$141;CHR$131;"Z.......Left    U...Unfreeze"
1790 PRINTTAB(6,7);CHR$141;CHR$129;"X.......Right   Esc....Abort";TAB(6,8);CHR$141;CHR$134;"X.......Right   Esc....Abort"
1800 IF SC%<>0 PRINTTAB(0,10);CHR$141;CHR$134;"Score="SC%;TAB(0,11);CHR$141;CHR$132;"Score="SC%:*FX15
1810 IFSC%<SCORE(7)GOTO1870
1820 PRINTTAB(12,10);CHR$141;CHR$132;"CONGRATULATIONS";TAB(12,11);CHR$141;CHR$134;"CONGRATULATIONS"
1830 VDU28,0,13,39,13,134,157,132:INPUT"ENTER YOUR NAME "N$
1840 IFLENN$>19THEN 1830 ELSE VDU12,26
1850 S=7:REPEAT:S=S-1:UNTIL SC%<=SCORE(S) OR S=1
1860 FORT=8TOS+2 STEP-1:SCORE(T)=SCORE(T-1):NAME$(T)=NAME$(T-1):NEXT:SCORE(S+1)=SC%:NAME$(S+1)=N$
1870 L$=STRING$(31,"*"):M$=STRING$(8,"*"+CHR$10+CHR$8):PRINTTAB(5,13);L$;TAB(5,14);M$;TAB(35,14);M$;TAB(5,22);L$
1880 FORL=2TO7:PRINTTAB(8,L+13);CHR$(L+128);"......";TAB(6,L+13);CHR$(128+L);SCORE(L);TAB(14,L+13);CHR$(135-L);NAME$(L);CHR$135:NEXT
1890 PRINTTAB(12,10);CHR$141;CHR$132;"TODAY'S BEST  ";TAB(12,11);CHR$141;CHR$134;" TODAY'S BEST  "
1900 VDU28,0,24,39,24,134,136:INPUT"ENTER DIFFICULTY(1 HARD-20 EASY) "V:IF V<1ORV>20GOTO1900 ELSE VDU12,26
1910 PRINTTAB(0,24);CHR$136;CHR$129;"HIT S-SOUND Q-NO SOUND:SPACE TO START";:REPEAT:IF INKEY-17 THEN *FX210,1
1920 IF INKEY-82 THEN *FX210,0
1930 UNTIL INKEY-99
1940 ENDPROC
1950 IF ERR=17 GOTO 40
1960 MODE7:PRINTTAB(2,10);"Error at line ";ERL:END
```



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Yes. Ghostbusters is a computer game, too.

The game play follows the film with incredible accuracy. Even down to the chart-topping music score.

Your task is to rid the world – and in particular New York City – of a cataclysmic plague of ectoplasmic nasties.

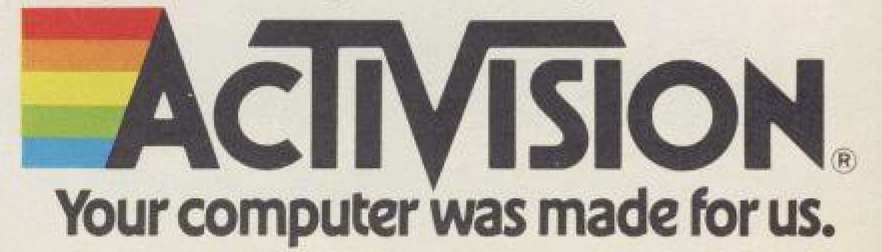
Play it well and we give you a Ghostbusters franchise – with your own secret account number. Use this number and the money it brings you, to buy the same ghost busting gear they had in the film. (Don't worry – we'll give you some money to get started.)

You will have earned it. And you can use it to go to undreamed of levels. Don't try to use someone else's number, we'll find out.

From then on, it's you against the ghosts. All the way to the Temple of Zuul.

Where the final battle begins…

Designed by USA's David "Pitfall II and Decathlon" Crane and running on Commodore 64 cassette and disk and Spectrum. Coming soon on other systems.



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STARCADE

SAVAGE POND

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Awesome *in its conception*

Brilliant *in its depiction*

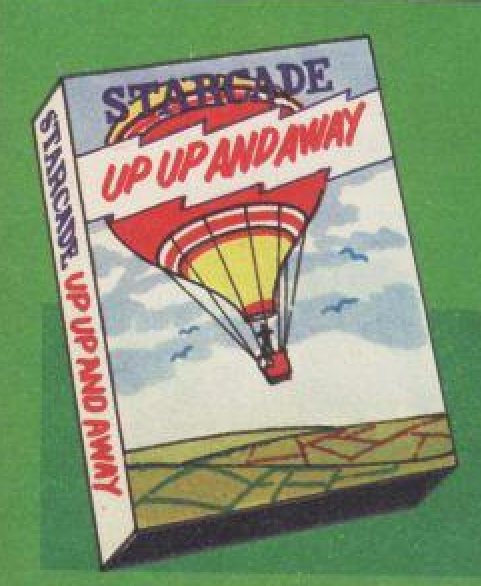
Dynamic *in its execution*

The world you are about to enter bears no resemblance to any arena you ever encountered before. Weapons are of no avail in this small habitat.

The only sources of protection at your disposal are quick wits and fast reflexes. The only reward is to survive against monsters of unbelievable ferocity and cunning, and to avoid hazards more perilous and deadly than any you might find on a trip through the outer universe. This is the real world, populated by the creatures of our own inner universe, where nature is red in tooth and claw. Brace yourself now, and come with Starcade into the still water and deceptive calm of the **SAVAGE POND.**

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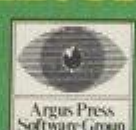
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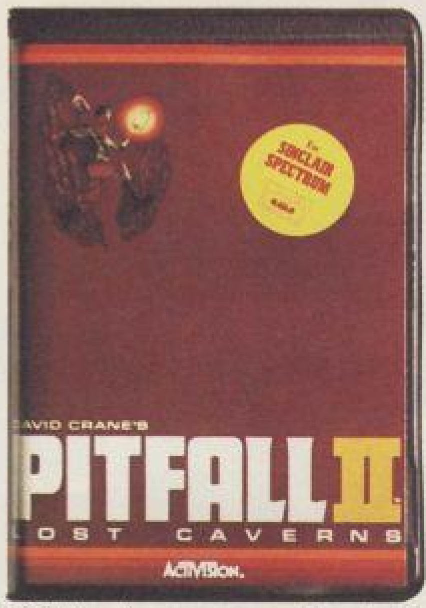
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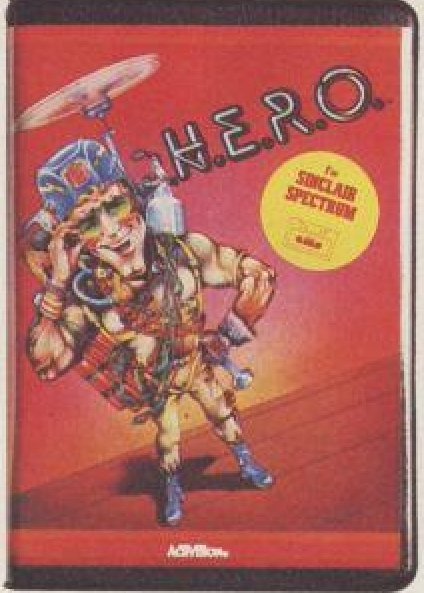


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The Activision Eight.



Pitfall Harry has to recover the priceless Raj Diamond from the lost caverns. But there is a small matter of poisonous frogs. Albino Scorpions. Vampire Bats. Electric Eels. Need we go on?
Running on Commodore 64, MSX, and Spectrum



Miners are trapped deep underground. Threatened by molten lava, poisonous bats, snakes, spiders. You alone in the person of Roderick Hero – Helicopter Emergency Rescue Operation – can help.
Running on Commodore 64, Spectrum, MSX



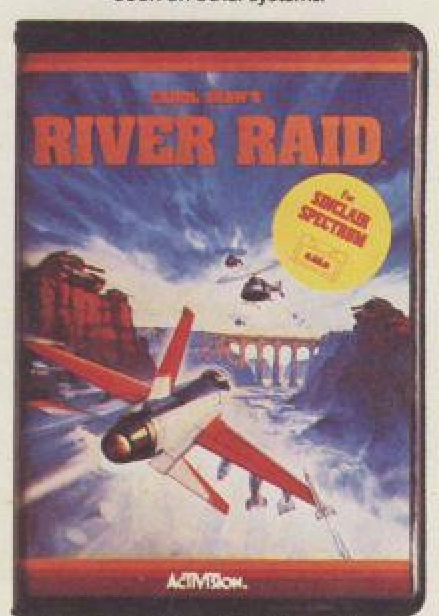
And you thought it was just a movie. But Ghostbusters is a computer game, too. Following the film with incredible accuracy. Even down to the chart topping music score.
Running on Commodore 64 and Spectrum. Soon on other systems.



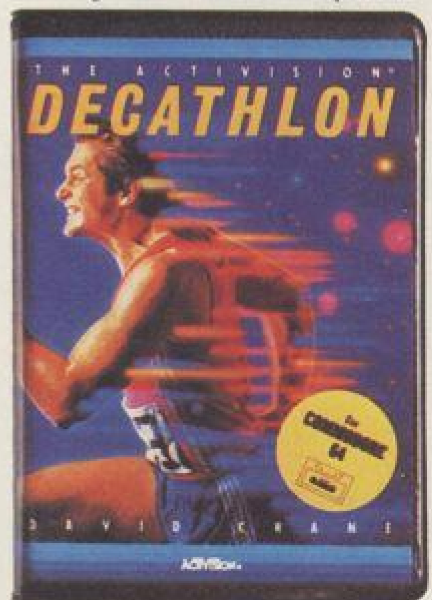
With the Designers Pencil, you can draw the world – and everything that's in it. Write your own melodies. Learn to write and develope your own programs. Its scope is as broad as your own mind.
Running on Commodore 64 and Spectrum



Man's ultimate journey. You can make it, in faithful detail, from lift-off, through an outer-space rendezvous, to landing. A genuine test of your inner strength.
Available soon for Commodore 64 and Spectrum



Stay cool. Stay low. Stay alive. Your mission is to fly down the world's most heavily defended river, destroying everything the enemy hurls at you. But beware... your fuel tanks are nearly dry.
Running on Commodore 64, Spectrum, MSX



Number one in the charts. And set to stay there. Decathlon asks for total commitment. Speed. Strength. Stamina. The will to win.
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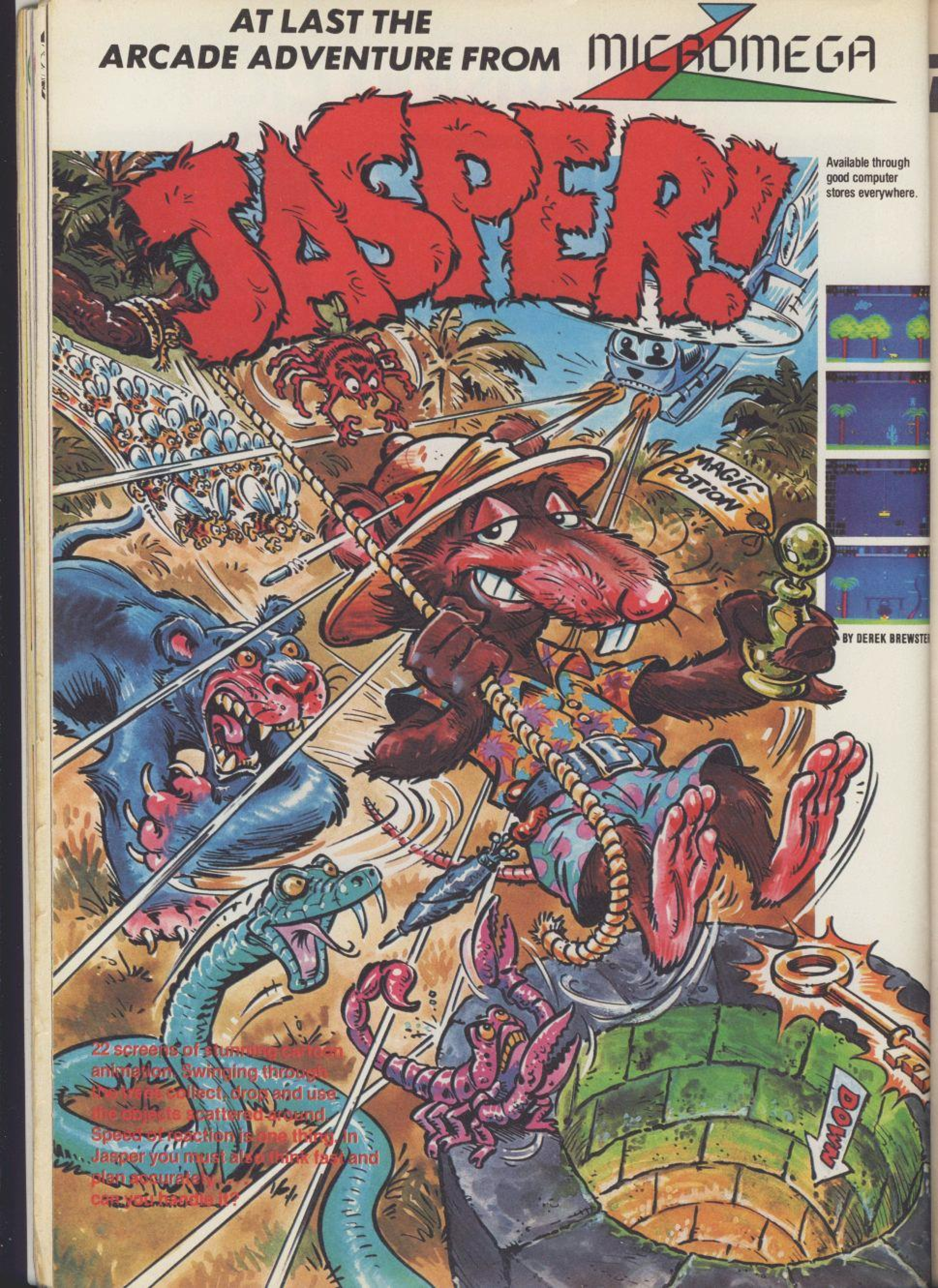
Merton the maintenance man is set for yet another routine night in charge of the toy factory. But something has gone terribly, terribly wrong.
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Jasper you must also think fast and
plan accurately.
can you handle it?



PRODUCTION LINE

BY PAUL STOCKLEY - FOR THE 48K SPECTRUM

```
  5 CLEAR 49999: BORDER 0: PAPE
R 0: BRIGHT 1: INK 7: CLS
  10 FOR i=10 TO 20: BEEP .001+i
/300,i: NEXT i: PRINT AT 10,10:
INK 1; PAPER 7; BRIGHT 1; FLASH
1;"STOP THE TAPE"
  20 FOR i=USR "a" TO USR "t"+7:
 READ a: POKE i,a: NEXT i
  30 DATA 10,0,83,168,85,170,85,
138,240,0,222,31,127,255,255,51,
10,5,10,0,42,85,42,85,240,240,24
0,0,252,254,254,254
  40 DATA 42,85,42,21,0,5,10,5,2
54,254,254,252,0,240,240,240,10,
5,10,5,10,5,10,5,240,240,240,240
,240,240,240,240
  50 DATA 255,231,195,193,97,51,
31,0,255,231,195,131,134,204,248


  51>DATA 0,255,85,255,195,129,1
95,255,0,255,0,255,0,255,0,255,0
,0,223,223,223,0,251,251,251
  60 DATA 0,251,251,219,251,56,5
9,0,0,224,224,0,224,224,224,0,12
6,90,231,126,102,60,24,255,165,1
89,129,189,36,36,36,231
  70 DATA 58,56,254,116,116,116,
68,254,0,31,209,255,253,253,129,
255,124,198,186,162,186,198,124,
0
 100 FOR x=15616 TO 16383: POKE
x+48384,PEEK x: NEXT x
 110 RESTORE 200: FOR x=64264 TO
 64479: READ y: POKE x,y: NEXT x
 200 DATA 124,254,246,254,254,24
6,246,0,252,254,230,252,230,254,
252,0,124,254,246,240,246,254,12
4,0,252,254,254,230,254,254,252,
0
 210 DATA 124,254,240,252,240,25
4,124,0,124,254,240,252,240,240,
 211>DATA 240,0,124,254,240,246,
246,254,124,0,246,246,254,254,25
4,246,246,0,254,254,56,56,56,254
,254,0
 220 DATA 30,30,30,222,222,254,1
24,0,238,254,252,248,252,254,238
,0,240,240,240,240,240,254,126,0
 230 DATA 198,238,254,254,254,21
4,214,0,124,254,254,248,246,246,
246,0,124,254,238,238,254,254,12
4,0,124,254,246,254,252,240,240,
0

 240 DATA 124,254,254,246,246,25
0,124,0,252,254,230,254,252,252,
238,0,126,254,248,124,30,254,252
,0,254,254,56,56,56,56,56,0
 250 DATA 246,246,246,246,254,25
4,124,0,246,246,246,246,254,124,
56,0,214,214,214,254,254,238,68,
0,238,254,254,124,254,254,238,0
 260 DATA 222,222,254,254,30,254
,252,0,254,254,62,124,248,254,25
4,0
 280>DATA 220,220,220,0,220,220,
220,0
 300 RESTORE 310: FOR x=64128 TO
 64207: READ y: POKE x,y: NEXT x
 310 DATA 124,254,238,238,254,25
4,124,0,60,124,60,60,60,126,126,
0,124,254,30,124,240,254,126,0,2
52,254,30,126,30,254,252,0,28,60
,108,254,254,254,28,0,254,254,22
4,252,30,254,252,0    /
 320 DATA 126,254,224,252,238,25
4,124,0,254,254,30,60,60,120,120
,0,124,254,238,124,238,254,124,0
,126,254,222,254,126,30,30,0
1000 POKE 23607,249: PRINT INK 3
;AT 1,8;"PRODUCTOIN LINE"; INK 4
;AT 3,5;"T1984 BY PAUL STOCKLEY"
1020 PRINT INK 6;AT 10,0;"GUIDE
FRED THE WORKMAN ROUND THE   PRO
DUCTION LINE COLLECTING
  THE CYAN OBJECTS "
1030>PRINT AT 14,0;"USE THE FOLL
OWING KEYS"; INK 5;AT 16,0;"P=RI
GHT   O=LEFT"; INK 4;AT 18,0;"Q=
UP       A=DOWN  M=JUMP"
1040 PRINT PAPER 1; FLASH 1;AT 2
0,4;"ANY KEY TO LOAD THE GAME!"
1050 BORDER 2: BORDER 1: BORDER
6: BORDER 1: BORDER 2: BORDER 5:
 BORDER 3: BORDER 4: BORDER 5: B
ORDER 6: BORDER 2: IF INKEY$=""
THEN GO TO 1050
1060 BEEP .1,10: INK 0: PRINT AT
 6,0;: LOAD ""
1070 STOP
```

```
   1 REM ********************
   2 REM * PRODUCTION LINE *
   3 REM *    1984 BY PMS   *
   4 REM ********************
  10 GO SUB 225: GO SUB 170
  15 FOR i=1 TO 6: LET a=a+x(i):
 IF SCREEN$ (x,y+1)="[" OR ATTR
(x-2,y)=69 THEN GO TO 135
  20 IF SCREEN$ (x+1,y)<>"" THEN
 GO TO 1000
  25 GO SUB 115: IF SCREEN$ (x,y
+1)="[" THEN GO TO 135
  30 PRINT AT x-1,y;CHR$ 32;AT x
,y;CHR$ 32
  35 LET k$=INKEY$: IF k$="p" AN
D ATTR (x-1,y+1)=71 AND y<31 THE
N LET y=y+1
  40 IF k$="o" AND ATTR (x-1,y-1
)=71 AND y>0 THEN LET y=y-1
  45 IF k$="q" THEN GO SUB 65
  50 IF k$="a" THEN GO SUB 80
  55 IF k$="m" THEN GO SUB 100
  60>PRINT AT x-1,y;CHR$ 159;AT
x,y;CHR$ 160: NEXT i: GO TO 15
  65 IF ATTR (x-2,y)<>68 THEN RE
TURN
  70 FOR u=1 TO 5: GO SUB 115: B
EEP .005,20: BEEP .005,30: PRINT
```

Okay, so just WHAT'S going on out there? How come all you readers have suddenly started sending in these red-hot listings? If you want to see just how good you're getting, type in this excellent game from *Paul Stockley*.

Production Line **is a platform game in the grand tradition, with moving platforms, monsters, pistons, and a whole host of game features to keep you busy. You must guide Fred the workman around the production line collecting doobries. The doobries, just in case you're not familiar with these essential items of industrial equipment, are coloured cyan.**

The listing is in two parts. First type in Listing 1 and SAVE it with the line SAVE "Production" LINE 5. Then type in Listing 2 and SAVE it, using SAVE "Line" LINE 10. To RUN the program, rewind the tape and enter LOAD"" as normal. Please note that you will be asked to stop the tape when the intro screen comes up on the display, so don't go away while the game's loading!

When typing in the game, enter any underlined letters in graphics mode. Graphics mode is selected by pressing SHIFT/9, whereupon you will see the cursor change to a flashing 'G'. You can return to normal mode by pressing SHIFT/9 again. Just in case you're confused by u$ in line 160 of listing, it consists of two spaces, two graphics 3's, and a final space. Good luck!

Main variables

A	Vertical position of stompers
X,Y	Position of man
LI	Lives
LE	Skill levels
SC	Score
OBJ	Objects collected
U$	Platform string
R$	Parcel string

Program breakdown

10	Set-up screen etc
15-60	Main loop
65-75	Up ladder routine
80-95	Down ladder routine
100-110	Jump routine
115-130	Move stompers, platforms etc
135	Death routine
145	End of game
155	Finished sheet routine
160	Set up strings for movement
170-220	Print screen
225	Set-up variables
1000	Fall routine
1020	Decrease lives





Here's your chance to contribute to the most important event of the microcomputing calendar – The British Microcomputing Awards 1985.

Recognised as the Oscars of the industry, the awards are organised by VNU – publisher of Micro Decision, Personal Computer News, Personal Computer World, Commodore and Sinclair Answers, Personal Computer Games and What Micro? – The Sunday Times and Thames Television's 'Database', which will televise the event.

The BMA 1985 is looking for technological excellence and value for money. Who do you think deserves to win these highest of accolades? Fill in the nomination form and let us know. Your nominations will be carefully considered by a team of experts from this magazine who will then forward a shortlist to two independent panels of judges.
The winners of the eleven categories will be announced at the Awards Ceremony next June and they will each receive the unique BMA trophy. The ceremony will also make a series of special commendations for computer projects of social importance. There will be a major presentation to Concerned Micros in Education and Training (COMET), the charity established by the BMA 1984, to aid disabled young people.
Complete the nomination form opposite and you could join the top names of the industry at the prestigious Awards Ceremony in London next June

The judges will be looking for a number of important qualities in all the products nominated. These include value for money, ease of use, flexibility and innovation. Colour, sound and speed, as well as software support will be other key considerations in judging the hardware, and use of the machine in the software categories. The judges will also be looking at the consumer support service offered. There are however, certain specific requirements:

1. Business Microcomputer & Business Microcomputer of the Year. The machine must cost less than MRP £5000 including operating systems, CPU, keyboard, disks and monitor. It must be disk based, come with at least a 90-day guarantee and have a wide range of business software.

2. Business Software & Business Software of the Year. Software should be disk based with a MRP of less than £1000 per package or module.

3. Home Microcomputer & Home Microcomputer of the Year. The machine must not cost more than MRP £500

4. Home Software & Home Software of the Year. Software must not cost more than MRP £50.

RULES 1. Categories 1-5. Manufacturers may nominate their own products which need not have been made in Britain but all products must have been available for purchase from retail outlets in the UK by January 31st 1985.
2. Categories 6-9,ii. Manufacturers may nominate their own products which need not have been made in Britain, but all products must have been available for purchase from retail outlets in the UK between 1st November 1983 and January 31st 1985.
3. Employees of VNU Business Publications BV, The Organisers, The Sponsors or any individuals associated with the British Microcomputer Awards are not eligible to place a nomination with the exception of the six VNU title judging panels which may each nominate up to six entries.
4. The decision of the judges is final and no correspondence will be entered into.
5. All nominations must be received by noon February 15th 1985.

Enter your nomination for each category and explain, in not more than 30 words, the reasons for your choice, using another sheet of paper if necessary. You should consider carefully the guidelines given for each category.

Category 1: Business Microcomputer ________

Category 2: Business Software ________

Category 3: Home Microcomputer ________

Category 4: Home Software ________

Category 5: Educational Software ________

Category 6: Game of the Year ________

Category 7: Peripheral of the Year ________

Category 8: (i) Home Software of the Year ________

(ii) Business Software of the Year ________

Category 9: (i) Home Microcomputer of the Year ________

(ii) Business Microcomputer of the Year ________

Name ________
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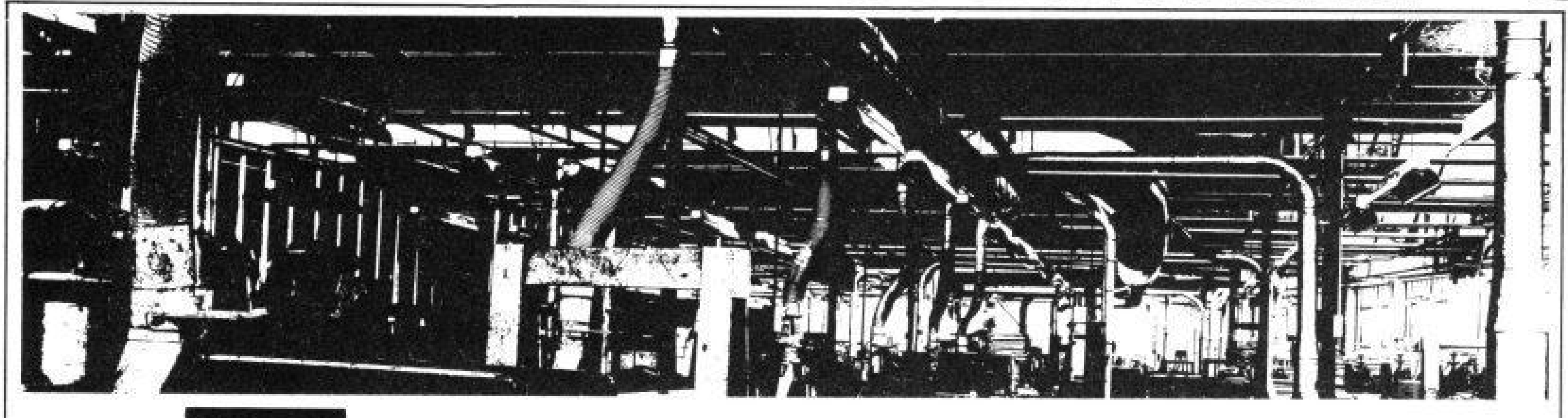
Tel No. ________

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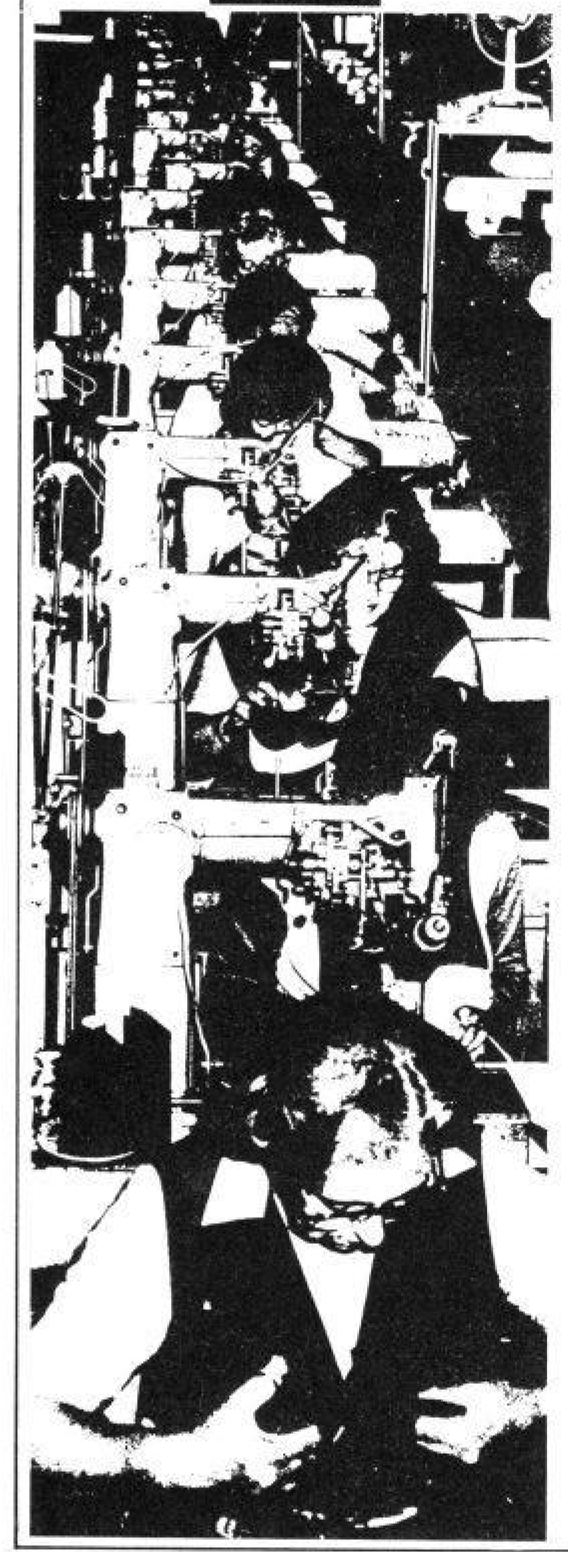


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Nomination forms must reach the Awards Office by noon, Friday 15th February 1985. Nominations cannot be accepted after this date.



PRODUCTION «LINE»



```
 AT x-1,y;" ";AT x,y;" ": LET x=
x-1: PRINT AT x-1,y;"P";AT x,y;"
Q": IF u>2 THEN PRINT INK 4;AT x
+1,y;"L"
  75 NEXT u: RETURN
  80 IF ATTR (x+1,y)<>68 THEN RE
TURN
  85 FOR u=1 TO 5: GO SUB 115: B
EEP .005,20: BEEP .005,30: PRINT
 AT x-1,y;" ";AT x,y;" ": LET x=
x+1: PRINT AT x-1,y;"P";AT x,y;"
Q": IF u>2 THEN PRINT INK 4;AT x
-2,y;"L"
  90 IF SCREEN$ (x+2,y)="[" THEN
 GO TO 135
  95 NEXT u: RETURN
 100>IF ATTR (x-2,y)=68 THEN RET
URN

 105 FOR u=1 TO 4: GO SUB 115: P
RINT AT x-1,y;" ";AT x,y;" ": BE
EP .003,x: BEEP .003,x+10: LET x
=x+c(u): PRINT AT x-1,y;"P";AT x
,y;"Q": IF ATTR (x-2,y)=69 THEN
PRINT AT x-2,y;"NO": FOR t=1 TO
6: BEEP .006,t*t: NEXT t: LET ob
j=obj+1: LET sc=sc+95: PRINT AT
0,6;sc: IF obj=6 THEN GO TO 155
 110 NEXT u: RETURN
 115 PRINT INK 5;AT a,11;a$;AT a
+1,11;b$; INK 7;AT a+2,11;c$; IN
K 5;AT a,19;a$;AT a+1,19;b$; INK
 7;AT a+2,19;c$
 120 LET u$=u$(2 TO )+u$(1): LET
 t$=t$(5)+t$( TO 4): PRINT INK 5
;AT 11,22;u$;AT 11,5;u$;AT 16,21
;t$;AT 16,6;t$

 125 LET r$=r$(2 TO )+r$(1): PRI
NT INK 3;AT 5,0;r$;AT 5,21;r$;AT
 20,0;r$;AT 20,21;r$
 130 RETURN

 135 FOR o=120 TO 150: PRINT INK
 INT (RND*7)+1; OVER 1;AT x-1,y;
CHR$ o;AT x,y;CHR$ o: BEEP .0006
,o-100: NEXT o: GO TO 1030
 145 FOR i=1 TO 400: NEXT i: CLS
 : PRINT INK 4;AT 10,10;"ANOTHER
 GAME (Y/N)": INPUT a$: IF a$="y
" THEN GO TO 5
 150 STOP
 155 PRINT AT 11,11; PAPER 1; FL
ASH 1;"WELL DONE!": FOR i=1 TO 4
0: BEEP .01,i: NEXT i: LET sc=sc
+500: PRINT AT 0,6;sc: LET le=2:
 LET x=5: LET y=0: GO TO 10
 160 LET u$="  ▬  ": LET t$=u$:
IF le=1 THEN LET r$="           [
": RETURN
 165>IF le=2 THEN LET r$="
 [[": RETURN

 170 BORDER 0: PAPER 0: INK 7: B
RIGHT 1: CLS : POKE 23607,249: G
O SUB 160
 175 PRINT AT 0,0; INK 6;"SCORE
"; INK 7;sc; INK 4;AT 0,10;"COPY
RIGHT 1984";AT 2,9; INK 3;"PRODU
CTION  LINE"; INK 6;AT 0,27;"MEN
 "; INK 7;li: LET x$="KKKKKKKKKK
KKK"
 176 PRINT #1; INK 4; BRIGHT 1;
PAPER 0;"        BY PAUL STOCKLEY
    "

 180 RESTORE 9999: LET a=9: DIM
x(6): FOR i=1 TO 6: READ x(i): N
EXT i: LET a$="GH": LET b$="AB":
 LET c$="  "
 185 RESTORE 9998: DIM c(4): FOR
 i=1 TO 4: READ c(i): NEXT i
 190 PRINT INK 1; PAPER 5;AT 6,1
4;"MMMM";AT 16,11;"MMMMMMMMMM";A
T 21,13;"MMMMMM"; INK 2; PAPER 7
;AT 8,11;"MM";AT 8,19;"MM";AT 11
,0;"MMM";AT 11,29;"MMM"
 195 PRINT INK 1;AT 6,0;x$( TO 1
1);AT 6,21;x$( TO 11);AT 11,13;"
KKKKKK";AT 16,0;"KKKKKK";AT 16,2
6;"KKKKKK"; INK 7;AT 21,0;x$( TO
 13);AT 21,19;x$( TO 13)
 200 PRINT AT 16,5;"J";AT 16,11;
"I";AT 16,20;"J";AT 16,26;"I";AT
 11,4;"J";AT 11,27;"I"

 205 FOR i=6 TO 8: PRINT INK 4;A
T i,8;"L";AT i,23;"L";AT i+5,14;
"L";AT i+5,17;"L";AT i+5,3;"L";A
T i+5,28;"L";AT i+10,12;"L";AT i
+10,19;"L": NEXT i

 210>INK 6: PRINT AT 10,15;"CD";
AT 20,13;"CD";AT 20,17;"CD": FOR
 i=19 TO 18 STEP -1: PRINT AT i,
13;a$;AT i,17;a$;AT i-10,15;a$:
NEXT i: PRINT AT 7,15;"EF";AT 17
,13;"EF";AT 17,17;"EF"
 215 INK 7: PRINT INK 5;AT 2,2;"
R";AT 2,30;"S";AT 7,13;"R";AT 7,
18;"S";AT 17,0;"R";AT 17,30;"S";
AT 9,11;a$;AT 9,19;a$
 216 PRINT #0;AT 0,0; INK 1; PAP
ER 5;"MMMMMMMMMMNMMMMMMMMMMMMMMMM
MMMMMM"
 220 RETURN
 225 LET x=5: LET y=0: LET li=3:
 LET le=1: LET sc=0: LET obj=0:
RETURN
1000 PRINT AT x-1,y;CHR$ 32;AT x
,y;CHR$ 159;AT x+1,y;CHR$ 160: L
ET x=x+1: FOR o=1 TO 3: NEXT o:
BEEP .01,x: OUT 254,x: IF SCREEN
$ (x+1,y)="" THEN GO TO 1020
1010 GO TO 1000
1020 PRINT AT x-1,y;" ": FOR o=3
0 TO 50: PRINT INK 7; PAPER 2;AT
 x,y; OVER 1;CHR$ o: BEEP .003,1
: NEXT o: PRINT AT x,y;" "
1030 LET li=li-1: PRINT AT 0,31;
li: IF li=0 THEN PRINT AT 10,11;
 INK 2; PAPER 6; FLASH 1;"GAME O
VER": GO TO 145
1040 GO SUB 160: PRINT AT x-1,y;
" ";AT x,y;" ": LET x=5: LET y=1
: PRINT AT 5,0;"          ": GO TO
 20
9998 DATA -1,0,0,1
9999 DATA 1,1,1,-1,-1,-1
```


Aerial arcade action from Synsoft
BOMBS AWAY!
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64
Play this multi-level extravaganza three different ways. You and your chopper must bomb and fire on vile enemies, navigate hazards like deadly laser rooms and hyper-energy chambers, rescue 18 trapped friends – and make your way through the most demanding, maddening set of caves ever devised. Super graphics, unnerving sounds, constant scrolling, plus randomly placed dangers so the game is always new. You can't really learn Fort Apocalypse. Just hold on to your joystick, practice – and hope!
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ADVENTUREWORLD

The White Wizard's words of wisdom for adventure lovers

HUMANITY UP A GUM-TREE

This month's Adventureworld is really something special. Not only have we got five pages and a great competition, but we've also got reviews of no less than NINE games, of which more than half are really hot stuff.

So, let's not beat about the Balrogs, we'll go straight in at the deep end with ***Upper Gumtree*** from Richard Shepherd Software. This is their latest release for the Commodore 64, soon to be converted onto the Spectrum as well. The company have already scored several hits with adventures, including games like *Urban Upstart, Espionage Island*, and *Inferno*.

Peter Cooke, who programs most of Richard Shepherd's games, has a thing about places you want to get out of. Scarthorpe in *Urban Upstart* was the sort of town that made Neasden look like Monte Carlo, and Inferno was... well, not exactly the sort of place you'd go for a holiday. Now he's come up with Upper Gumtree, 'the most boring place in the known Universe'. He's also come up with a very enjoyable game.

Apart from being hell-on-earth, Upper Gumtree is also the setting for your attempts to foil Professor Blowitovitz' efforts to take over the world. Accompanied by Emma and Wally, you have to unravel the plot and save humanity.

The game features split-screen graphics which can be turned off if you want to move around quickly. The pictures aren't wildly exciting, but they're good enough to add something to the game rather than just be a nuisance. The infamous Commodore 64 split-screen glitch is there unfortunately, as evidenced by a slight flicker where the text and graphics screens meet. To make up for that minor shortcoming, there's what seems to be a large vocabulary, and generally this is a very player-friendly game.



The game is a considerable advance on *Urban Upstart* and even on *Inferno* – there's a real-time element, and if you don't enter a command for about 30 seconds the screen flashes up 'You wait' in *Hobbit* style. Emma also shows Thorin tendencies by occasionally saying, 'We're wasting time!' if you hang around too long.

Wally, another independent companion of yours, is something of a pain in the neck. He has a habit of picking things up just before you can get your hands on them, and then refusing to part with them, making excuses like 'I found them first!' I'm still trying to get a pair of gloves from him that I think are essential to solving the game!

He's also a violent individual. I hit him once as a just reward (I thought) for refusing to give me the gloves, whereupon he killed me instantly. You have been warned. Emma is far more peaceable, and also seems to do more wandering about.

There are quite a few puzzles to solve here. For the most part they're logical and the game is all the better for this.

● The rope bridge from The Jewel of Babylon

● Five time zone clash in Eureka!



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MYSTERY OF MUNROE MANOR, two GREAT NEW GRAPHIC ADVENTURES for the CBM64 . . . .

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SEVERN SOFTWARE

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and the game is all the better for this. There are, however, one or two places where you can be killed without warning, which I think is a pity as you then have to start all over again unless you've saved your position.

You'll encounter people like Farmer Giles, who will happily murder you for examining his tomatoes, and Mrs Shuffle, who will condemn you to a fate worse than death (but rather more useful) – endless cups of tea.

Upper Gumtree is a worthy addition to the legendary White Wizard Collection. Sadly, Richard Shepherd Software have been devoting rather more time to business and utility programs recently, but I hope that we won't have to wait too long before they bring out their next adventure.

Jewels of Babylon

If you think the screen-dump of the bridge on the opening page of Adventureworld is impressive, then check out ***Jewels of Babylon*** from Interceptor, because there are plenty more where that came from. Ever since *Heroes of Karn* the company seem to have made a point of including high-quality graphics in their games, and this one is no exception.

At the beginning of the game you find yourself in a boat moored a short distance from a tropical island. To get into the adventure proper you must enter your rowing boat, row north, and on landing at the island your adventure begins. Not all the locations have graphics, but those that do are beautifully depicted. Your objective is to explore the island, find the treasure, and return to your ship.

The cassette cover gives you the impression that the program will understand 'standard English', but this is not the case. Here's a typical sequence from the game to illustrate the point:

> Computer: You can see: a smooth vertical slab of rock.
> Player: Examine rock.
> Computer: Please rephrase that
> Player: Examine slab
> Computer: I don't know the word 'slab'
> Player: Look rock
> Computer: Please rephrase that.

...and so on. The moral is that just because a program 'makes full use of nouns, verbs, adjectives, adverbs, and prepositions' (as this one claims to do) doesn't mean it's going to be any easier to get along with.

Other niggles about this game include random death, where the player gets killed off by poisonous spiders falling from above without warning, and very scanty location descriptions, though I suppose the graphics make up for the last shortcoming.

Perhaps I was just having a bad day, but I didn't find *Jewels of Babylon* an easy game by any means. Even the maze had me foxed for quite a while, since there aren't an enormous amount of objects for you to collect and then use to drop and mark your position. I kept ending up in a native village at supper time, only to find out that it was guess-who on the menu.

As a result I'm determined to get back to this game and crack it, so I have to admit that, for me anyway, it possesses addictive qualities.

The game boasts over 100 locations, so there's going to be quite a bit of exploring going on in the Wizard's cave over the next few days.

Valkyrie 17

Both Artic and Richard Shepherd are well-known figures on the adventure scene, but this month is unusual because it not only sees the birth of a new software company, but one that has managed to bring out a very good adventure as its first release. If you haven't managed to get hold of ***Valkyrie 17*** from RamJam then I recommend that you do so – it's an excellently presented, well thought-out, text-and-graphics program available for both the Spectrum and Commodore 64 and distributed by Palace Software.

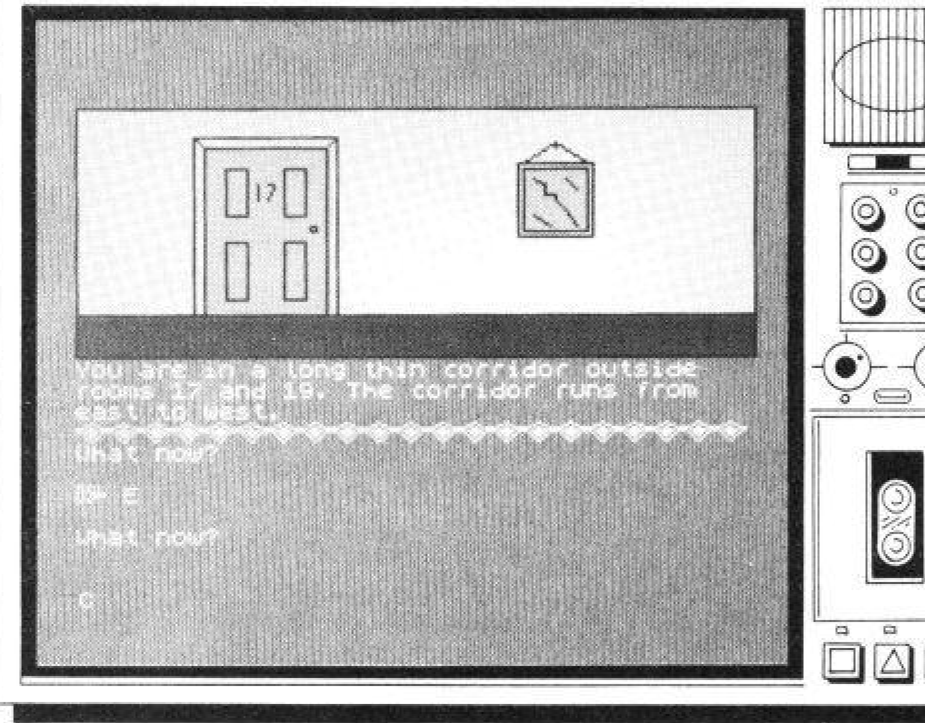
The game comes with a short booklet and die-cast metal badge. The tape has an audio track on one side that features some rather obscure phone-calls from an agent on the trail of a dangerous secret organisation (called Valkyrie 17 – hence the name of the game). The last phone call is cut short by what sounds like a gun shot.

Under normal circumstances that sort of introduction would be all the persuasion I'd need to give *Valkyrie 17* a wide berth, but being an intrepid Wizard I loaded up the game and set off in an attempt to save the planet from world domination and revenge the death of my fellow agent.

The game is in the usual split-screen format that seems to have become almost an industry standard since *The Hobbit*. The graphics draw quickly and apart from being attractively designed also contain important clues to help you in your task. Not all objects present in each location are mentioned in the text, so close examination of the pictures is essential.

Input for the most part is two-word only, but you'll occasionally need to enter something a wee bit more complex and if you get it right the program will accept it. My only gripe here is that the game doesn't tell you which word it's having difficulty with, but there's a decent vocabulary so this isn't too much of a problem. The program highlights your inputs in an attractively re-designed character set, and the display as a whole is beautifully presented.

What really makes this game is the degree of realism involved. You start off in a hotel from which you must escape without paying your bill. This in itself involves careful exploration of the building and although there are only about 15 locations here you'll find an awful lot to do.



● Outside room 17 in Valkyrie 17

Once you've got out of the hotel, you find yourself confronted by the problems of deep snow, treacherous ski runs, and the need to find a couple of objects that appear only in the pictures and not in the text. Unfortunately you won't get any further without these, and although you can see them on the screen it may not be immediately obvious to everyone what to call them.

There are apparently over 100 locations, but I haven't yet explored all of them. Once you make it down the ski-slope you arrive in a small town. At this point the game shows one of its weaker points by killing you off quite unjustifiably if you happen to pay too much attention to a harmless looking fountain. The White Wizard does not believe that a fountain located in (presumably) the Swiss alps would be likely to harbour a shoal of man-eating piranhas, but...well, need I say more?

Apart from little niggles like this, RamJam have produced a very enjoyable game that has me impatiently awaiting their next release. If you fancy dicing with death and checking out the true significnce of the phrase 'The Red Kipper Flies at Midnight' then pop out and fritter away £9.99 on *Valkyrie 17* – it's worth every penny.

Eureka

The White Wizard recently tried his hand at ***Eureka***, currently available on both the Spectrum and the Commodore 64. Contrary to popular belief, wizards tend to be an impoverished lot. Casting spells to change base metals into gold is a very tricky business requiring heavy investment in special wands and protective clothing, so the prospect of winning £25,000 had me polishing my staff in eager anticipation.

Eureka, just in case you didn't know, is a five-part adventure set in different time-zones. Your task is to search through Pre-History, the Roman Empire, Arthurian Britain, Colditz, and the modern Caribbean for five pieces of a legendary talisman. Completing the talisman finishes the game.

There is also the small matter of £25,000, which goes to the first person to telephone a certain number and claim the prize. The number is concealed within the game in the form of various tips and clues, either in the text or the graphics.

Well, let's face it, you're statistically unlikely to be the winner, so what's it like as an adventure? Well, surprise, surprise, it isn't too bad at all. The program offers scrolling text input with (in most locations) some very attractive graphics with some novel and impressive dissolve routines.

Unfortunately the vocabulary doesn't quite live up to the pictures. Entering 'Get Key' gives you the response 'You can't do that!' whereas 'Take key' gets you the key and congratulations into the bargain. Numerous words that appear in the location descriptions are not understood, and the program doesn't tell you which word it's having trouble with, replying simply 'I don't understand'.

This is made more serious by a real-time element within the program. While you're busy trying to find out what word to use you might be drowning or being killed and be unable to do anything about it. Then, to add insult to injury, you must start all over again because there's no SAVE routine.

Apparently the SAVE routine had to be omitted because it would have made it too easy to break into the program and possibly find out the 'phone number that brings you your life's supply of newt's tongues at £25.00 an ounce.

Getting five games for £15 isn't bad value, but don't expect hundreds of locations in each one. I do think though that some of the modules are quite high on atmosphere, and because of the different time zones there's an enjoyable variety of locations. There's also some nice incidental music.

I still think, though, that I'd have preferred a SAVE routine to the very distant possibility of winning £25,000.

The game ***Peter Pan*** draws all its ideas from the book. As with *The Hobbit*, if you've read the original then you'll find yourself able to solve most of the puzzles in the adventure without too much difficulty.

The game has one or two unusual features. The first are the graphics, which have some very attractive animated features. You'll see shark fins cutting through the water, children flying, and indians sending up smoke signals amongst other things. Don't get too excited, however, since the graphics take several thousand years to draw.

Sadly, the responses to your inputs also take a long time in appearing. This isn't a game that you can play in a hurry. Perhaps that's just a well, because there aren't a huge number of locations (about 40 by my count) for you to explore as you wander around Neverland trying to defeat the infamous Captain Hook.

Peter Pan takes place in 'real-time', with the program monitoring your inputs and flashing up 'You wait...' if you don't enter anything for a while. Other characters, including Wendy, the Lost Boys, pirates, Indians, and crocodiles wander about at random.

This is a very competent, though somewhat limited, adventure. It's a pity about the slow pace, and I can't help feeling that if you want to a visit the Neverland, you're better off reading the book than tackling the adventure.

Tower of Despair

Another very attractive new release for the Spectrum has arrived from Games Workshop. ***Tower of Despair***

GAME	MACHINE	PRICE	ATMOSHPERE	COMPLEXITY	INTERACTION	OVERALL
UPPER GUMTREE	C, Am, S	£6.50	6	6	7	7
EUREKA!	C, S	£14.95	7	6	5	6
VALKYRIE 17	S, C	£9.99	8	7	7	8
PETER PAN	S	£11.05	6	4	5	4
TOWER OF DESPAIR	C, S	£8.95 C £7.95 S	8	6	7	7
JEWELS OF BABYLON	Am, S	£5.50 S £6.00 Am	5	7	5	6

KEY: AM-Amstrad, **C**-Commodore 64, **S**-Spectrum, **B**-BBC

A GREAT

1984 was the most exciting year ever for adventure players. Games like *Twin Kingdom Valley, Heroes of Karn, Sherlock, The Hulk,* and *Return to Eden* had us (and still have us) glued to our machines with no hope, and no desire, of salvation. So what's in store for us all in 1985...

New Machines

The Amstrad looks like becoming a first-class adventurer's machine. Just look at the games reviewed this month – of six new releases two are already available for the CPC464.

Artic, Hewson Consultants, Channel 8, Richard Shepherd, Level 9, Interceptor, and many others are all producing software for this new machine, as well as converting classics like *Heroes of Karn* and *Fantasia Diamond.* If you're looking for a new machine and want to play adventures, then the Amstrad seems to be an excellent bet.

MSX is expected to have a big impact on the home market, but so far software has been very slow to materialise for it. Interceptor are currently planning some titles for the series, but it may be some time before we see enough games to make it a worthwhile purchase for the adventurer.

The Enterprise sounds like an adventurer's dream, but whether the dream will ever become a reality is another matter altogether. So too the QL, for which only a couple of adventures (from Talent) have appeared.

With its potential for multi-tasking and large memory this ought to be the machine to watch for state-of-the-art games, but we are still waiting for someone to take up the challenge.

New games...

The Hobbit changed the face of adventures when it was released in 1983, and its influence was seen throughout 1984, with split-screen graphics, interactive characters, and complex input becoming more and more evident in newly-released programs.

But 1984 also brought us *The Lords of Midnight,* the 'joystick' adventure (*Zim Sala Bim,* from Melbourne House), increasing numbers of so-called 'arcade adventures', and – significantly – the first Level 9 games with graphics.

Here are some of the goodies to come in 1985...

Bug Byte, producers of *Twin Kingdom Valley,* are hard at work on the sequel, called *Valley of the Source.* Adventurers will be able to trace the source of the river of gold that appears in *TKV* when the game is released 'sometime around March'.

Channel 8, producers

has a woefully unoriginal plot, but is excellently presented, has a large vocabulary, and comes nicely packaged with a booklet complete with illustrations.

As Keeper of the Silver Gauntlet and Wielder of Flamebolt you must rid the land of the evil Malnor. Here yet again we have a super-baddie, who controls some awesome source of power (in this case the Ring of Skulls) and who must be defeated by yours truly, armed with some equally legendary artefact.

If it all sounds too like the Lord of the Rings you're right, but to give *Tower of Despair* its due, the accompanying blurb is excellently written and the game is very high on excitement.

Although the imaginative scope of this game is enormous, the adventure itself is not so complex. There are one or two very difficult puzzles, not all of which seem to have logical solutions. A group of winged nasties, for example, will follow you and tear you to pieces if you go in one direction, but are rapidly left behind if you go in another.

Puzzles like this sometimes assume monumental significance, because this is one of those games where you sometimes can't explore any further until you've got past someone or something that's blocking your way.

Nevertheless, *Tower of Despair* is a gripping adventure, deserving a place in any fantasy fan's collection.

The Wizard's Mailbag

THE WHITE WIZARD received a duplicated letter from a **Mr Neil Monro** this month. Us Wizards being a somewhat snobbish lot, I was inclined to dismiss this epistle as being unworthy of my attention. After all, a DUPLICATED letter – by the beard of Belboz, don't I deserve a more personal communication???

After despatching a flock of man-eating harpies to scour the planet for the luckless Neil, I decided that perhaps I was being a bit over the top. In fact, I found myself positively warming to the aforesaid Mr Monro as he described his problems at the very beginning of Level 9's latest blockbuster. As some of you may know, unless you're very crafty you will find yourself being roasted by Snowball's engines within seconds of starting the game.

I can't help feeling that this is a pity, because once you get past the first stage the game is so very enjoyable. So, if you are stuck at this point, I feel perfectly justified in spilling a few of the beans. Check out this month's Help Grid for further details.

Rob Westlake, **Stephen McLeish**, and **Chris Dyke** write in crowing about their recent joint victory over the perils of *Urban Upstart* from Richard Shepherd. This game seems to be standing the test of time very well, being humorous, attractively presented, and quite challenging all at once.

Messrs Westlake, McLeish, and Dyke include a complete solution to the game in their letter, but wonder whether there is a football pitch somewhere that they didn't find. To the best of my knowledge, the closest you can get to the pitch is just outside it, where you meet the football fan, but perhaps other adventurers can prove me wrong.

Brad Owen writes in requesting help on no less than eight games, but forgot to include his address. Are you there, Brad? Please communicate further…

The Cave of Solitude is still being flooded out with letters from players of *Lords of Midnight*. Most notable by far of these is **Mr M Sutherland** of Bearsden, Glasgow. He begins his letter, 'To that famous Conjurer and Seer, White Wizard …'. The harpies are on their way Mr Sutherland, give them a cold sausage and they'll reward you with a signed photo of yours truly and a display of aerobatics (don't forget to tip them, or else…).

Mr Sutherland mentions the various ways of destroying the Ice Crown, which would be some assistance to **Ian Jones** who sent in a long description of every move he made during 36 game-days(!!), ending up with the Ice Crown but not the faintest idea of what to do with it. Try taking it to Lake Mirron and pressing the 'Night' key, Ian. Also, try seeking a little more guidance at the Towers.

T YEAR FOR ADVENTURE

of the Mysterious Adventures range, have several new games planned for early in the year, including a new range for the Amstrad in the spring.

Hewson Consultants will be bringing out a follow-up to *Avalon* in March. The game uses similar joystick controls, but boasts a completely different, and expanded, setting, featuring stone circles, ley lines, and the Saxon invasion.

Melbourne House have started work on their most ambitious project to date – *The Lord of the Rings*. The adventure will come, like the book, in three parts and the company hope to release it 'late in 1985'. Meanwhile their latest game, *Castle of Terror* (A Dracula-inspired graphics adventure) should be entering the shops as you read this.

Artic have three more games in the pipeline, all with graphics. Details have yet to emerge, but this company are always good value.

CDS are likely to score a big hit with adventurers over the next year. They've bought the rights to *Castle Blackstar* and its successor, *Pyramid of the Sun*. *Blackstar* is a text-only game in the grand tradition of *Classic Adventure* and much impressed the White Wizard when he first saw it earlier this year, but *Pyramid of the Sun* sounds even more exciting.

Mark Sheppard, one of the programmers of the series, tells me that the game is set in Egypt, makes a lot of use of Egyptian mythology, and will be second only to the legendary Infocom games in its ability to understand English inputs. That's quite a claim, and if the program lives up to it then it'll be solid gold for adventurers at only £6.95.

Castle Blackstar is available on the BBC, Spectrum, Commodore 64, and Dragon, and an Amstrad version may follow later.

Last of all, there's one company who WON'T be bringing out any more adventure games. Software Projects distinguished themselves in 1984 by bringing out *Legion*, a game in which you could go Up but not back Down. It comes as no surprise then to be told by a spokeswoman for the company that: 'Unfortunately we don't still publish *Legion*, and we won't be doing any more adventure games.' So there you are…

Christmas tips

Use the Clue Code at the end of each problem to identify a square on the grid. Starting at that position, read every second letter until you have a complete sentence. When you reach the end of a row, go back to the beginning of the next line and carry on.

1. Can't escape from Snowball's engines in *Return to Eden?* (Clue Code A1).
2. Can't hang on to the Bio-Gem in *The Hulk*. Bear this in mind… (Clue Code A2).
3. Escape is vital at the beginning of Artic's *Eye of Bain*… and you'll also need the pole later on in the game. If you're stuck, this should get you started. (Clue Code I2).

	1	2	3	4	5	6	7	8	9	10
A	T	D	H	O	E	N	M	O	O	T
B	S	G	T	E	C	T	O	N	M	I
C	F	O	O	G	R	E	T	M	A	T
D	B	I	L	L	E	L	R	I	O	T
E	O	S	M	T	U	H	N	E	D	V
F	E	E	R	R	G	Y	R	L	O	A
G	U	S	N	T	D	T	I	R	S	E
H	A	A	L	S	S	U	O	R	T	E
I	H	L	E	I	S	F	A	T	F	P
J	E	O	S	L	T	E	R	S	V	P

The PCG Helpline

HERE'S OUR latest Helpline. You can use this column to offer assistance to other readers, ask for help if you're stuck, and in doing so make friends with readers in Britain and abroad.

Send your name, address, and the name of your computer on a postcard, indicating the game and problem you are stuck on, to **Adventure Helpline, Personal Computer Games, 62 Oxford Street, London W1A 2HG.** In order to fit as many people in as possible, in future issues we will only be able to give space for one problem per reader. You may of course still offer help on as many games as you are qualified to do so.

You can include your telephone number, but you must bear in mind that you may receive many calls.

Finally, don't forget to include a stamped, addressed envelope if you need a reply from another reader.

Help offered

Avalon (Spectrum)
Contact: Martin Ford, Gerreg Wen, Llanarthney, Carmarthen, Dyfed, SA32 8JR

Aztec Tomb Adventure, Snowball, Hobbit, Hulk
Contact: T Styles, 28 Hamsterly Road, Salters Lane Estate, Stockton-on-Tees, Cleveland, TS19 8AT

Golden Apples of Zeus, Adventureland, Pirate Cove, Mission Impossible, Voodoo Castle, Count, Nosferatu, Quest of Merravid, Earthquake, Castlemaze
Contact: Stephen Bowes, 104 Western Road, Goole, DN14 6RD

(On the Dragon) ***Shenanigans, Sea Quest;*** (On the CBM 64) ***Quest of Merravid, Heroes of Karn,*** plus hints on ***Erik the Viking***
Contact: Tony Treadwell, 41 Fernhill Road, Begbroue, Oxford OX5 1RR. Tel: 08675 6670

Colossal Adventure, Dungeon Adventure, Lords of Time, Snowball, Hobbit.
Contact: Philip Chan, 7 Rushmead Close, Canterbury, Kent, CT2 7RP. Tel: 0227 453911 between 6 and 9pm only.

Help wanted

Pyramid (Vic 20)
I am stuck in the dusty cellar.
Stephen Bowes, 104 Western Road, Goole, North Humberside, DN14 6RD

Hobbit (Spectrum)
How can I get past the bulbous eye, having collected the treasure and defeated Smaug?
Mike Gardner, Birch Hall, Theydon Bois, Essex, CM16 7DR

Ghost Town (Spectrum)
How do I find the map and examine it?
R J Beale, 33 Sutton Lane, Shrewsbury, SY3 7QQ

Hobbit (Spectrum)
How do I defeat the vicious warg in the elven king's dungeon?
D Webb, 6 River Drive, Padiham, Burnley, Lancs BB12 8SE

Catacombs (CBM 64)
How do you get through the ordinary looking door (first location)?
Neil Baker, 114 Belmont Road, Harrow Weald, Middlesex HA3 7PR

Quest for the Holy Grail
How do you get past the knight who says nic?
Bryn Lucas, 17 Smallwood Road, Colchester, Essex C02 9HB

Classic Adventure (CBM 64)
How do we get past the snake?
Edward Webb, 3 Montgomery Walk, Waterlooville, Hampshire PO7 5TD

Heroes of Karn
How do I kill the bats?
Philip Chan, 7 Rushmead Close, Canterbury, Kent CT2 7RP

Win a microdrive!

Attention all Spectrum owners! Here's a great opportunity to walk away with a free Microdrive plus interface, or – for 20 lucky runners up, copies of two new games for your machine.

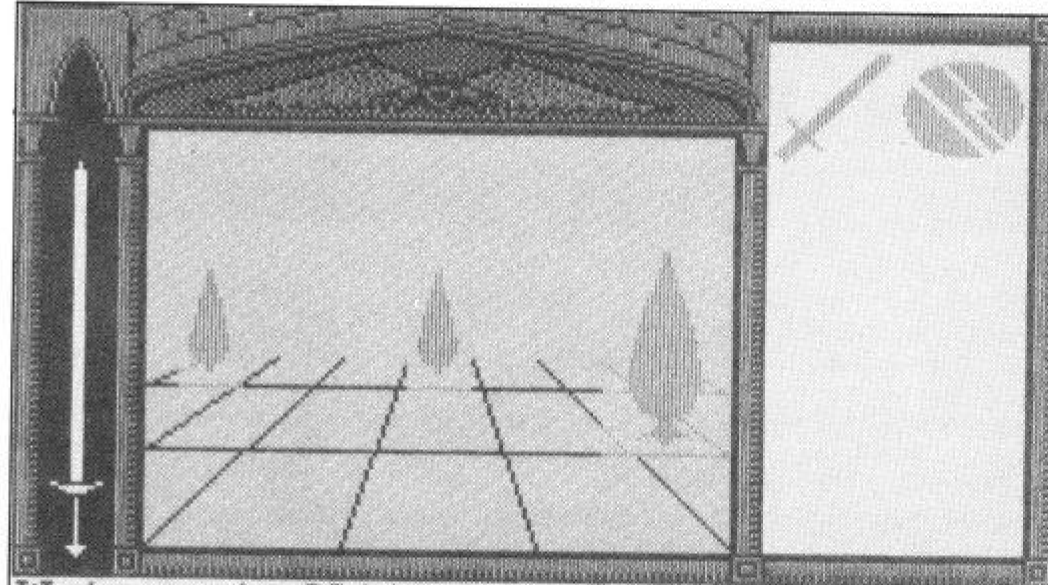
Hill-MacGibbon have just brought out a range of games including two graphic adventures, *Aztec* and *King Arthur's Quest.* The games are excellently presented, and combine numerous locations to explore and puzzles to solve with the ease of single-key input. They were programmed by Five Ways Software, who also produced the Lone Wolf series reviewed in December's Adventureworld.

Now for the competition, and it really couldn't be easier. All you have to do is complete the following riddle using no more than 20 words:

Q: Why did the Wizard cross the road?
A:..
....
.... (20 words max).

Copy your completed riddle onto a postcard, together with your name and address, and send it to: Hill-MacGibbon Competition, Personal Computer Games, 62 Oxford Street, LONDON W1A 2HG.

The funniest answer wins the first prize of a Sinclair Microdrive plus Interface 1, and the 20 runners-up will each receive a copy of *Aztec* and a copy of *King Arthur's Quest.* So, come on – prove to us all that you've got a sense of humour and win yourself some great prizes!

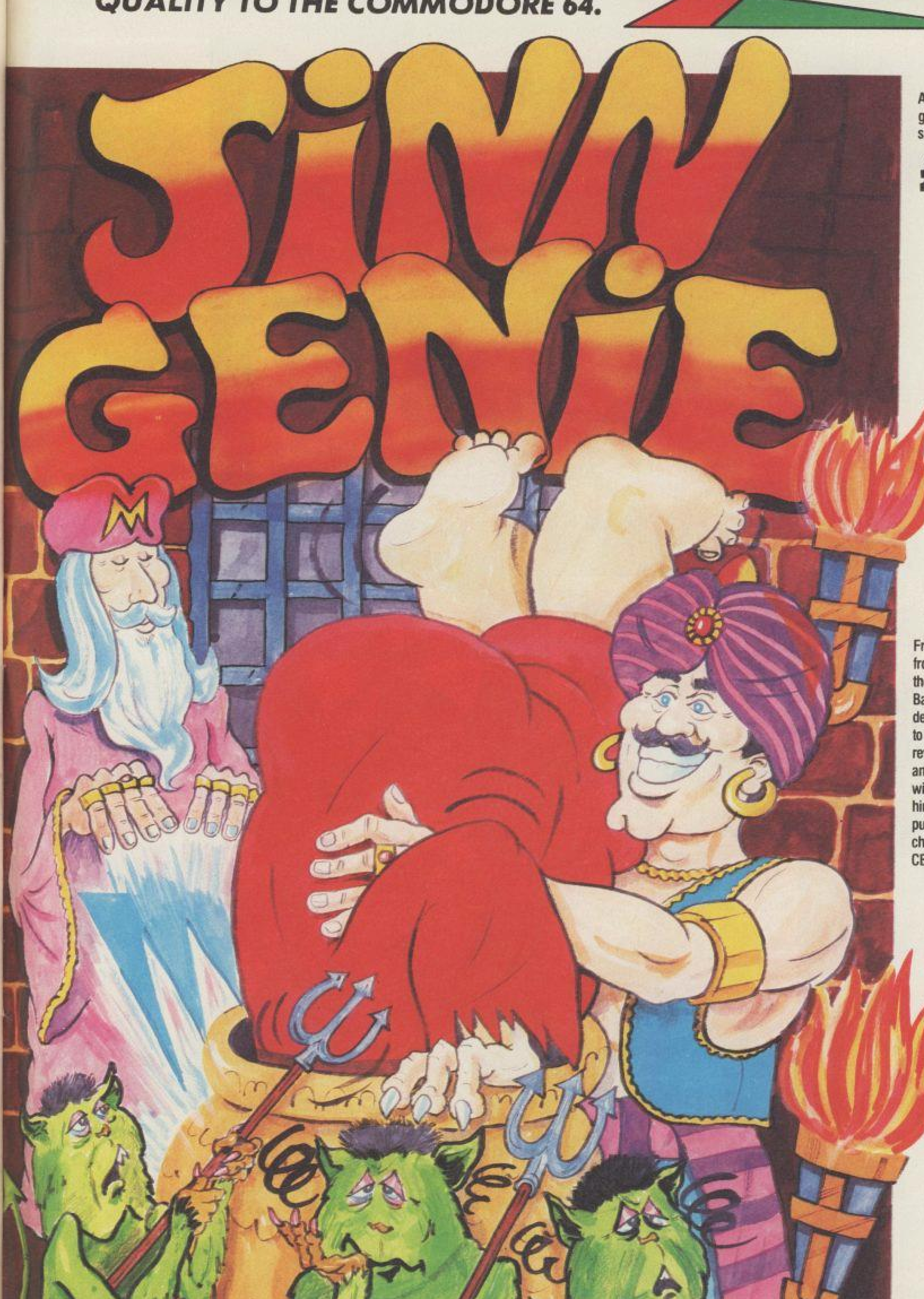


King Arthur's Quest and *Aztec* are both highly original in their presentation. The graphics display shows your view ahead, with each location that you can move to represented by a square on a grid. Landscape features such as trees, lakes, towers etc are visible from a distance but smaller objects are only visible when you're actually on the square in which they are to be found.

You can move about using single-key inputs for Turn Left, Right, and Move Forward. There are also commands to enable you to pick up, drop, and use objects, plus a Cast Spell command.

King Arthur's Quest has you trying to defeat the evil witch Morgana. *Aztec* presents a rather meatier challenge, when you wake up to find that the sun has disappeared along with all the other members of your village. Both games feature 'real-time' elements; in *King Arthur's Quest,* for example, night follows day as you move about, and your energy runs down steadily.

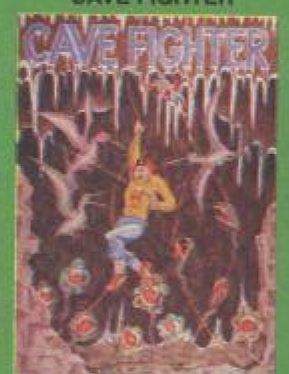
The White Wizard's only slight reservation about these programs is that the ease of control prompts you to move about faster than the program can keep up – after all, it has to redraw the graphics every time you change location. This will only deter the impatient player, however, and with upwards of 800 location squares in each game, most players should be kept busy for ages.



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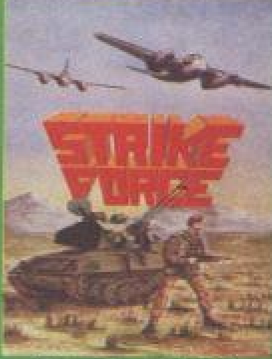
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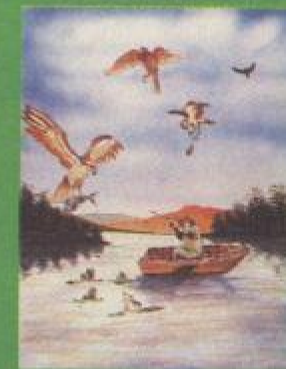
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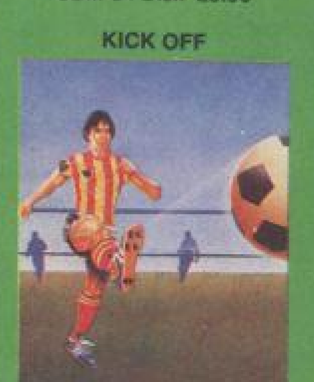
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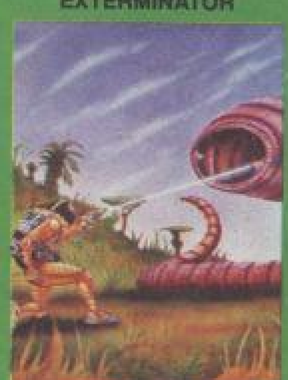
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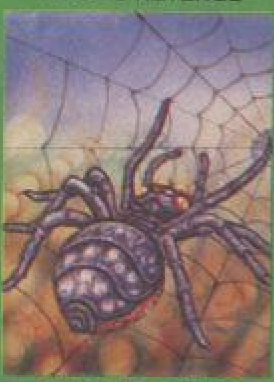
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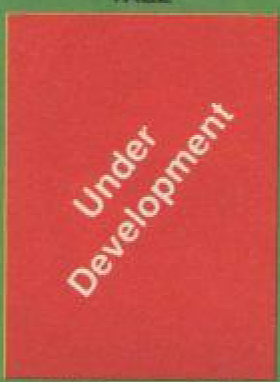
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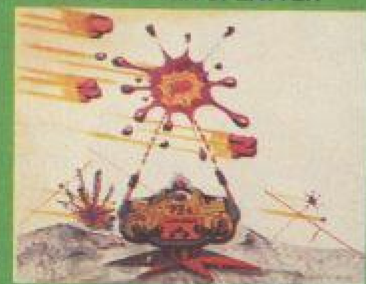
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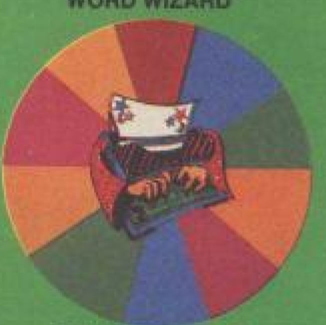
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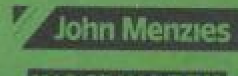
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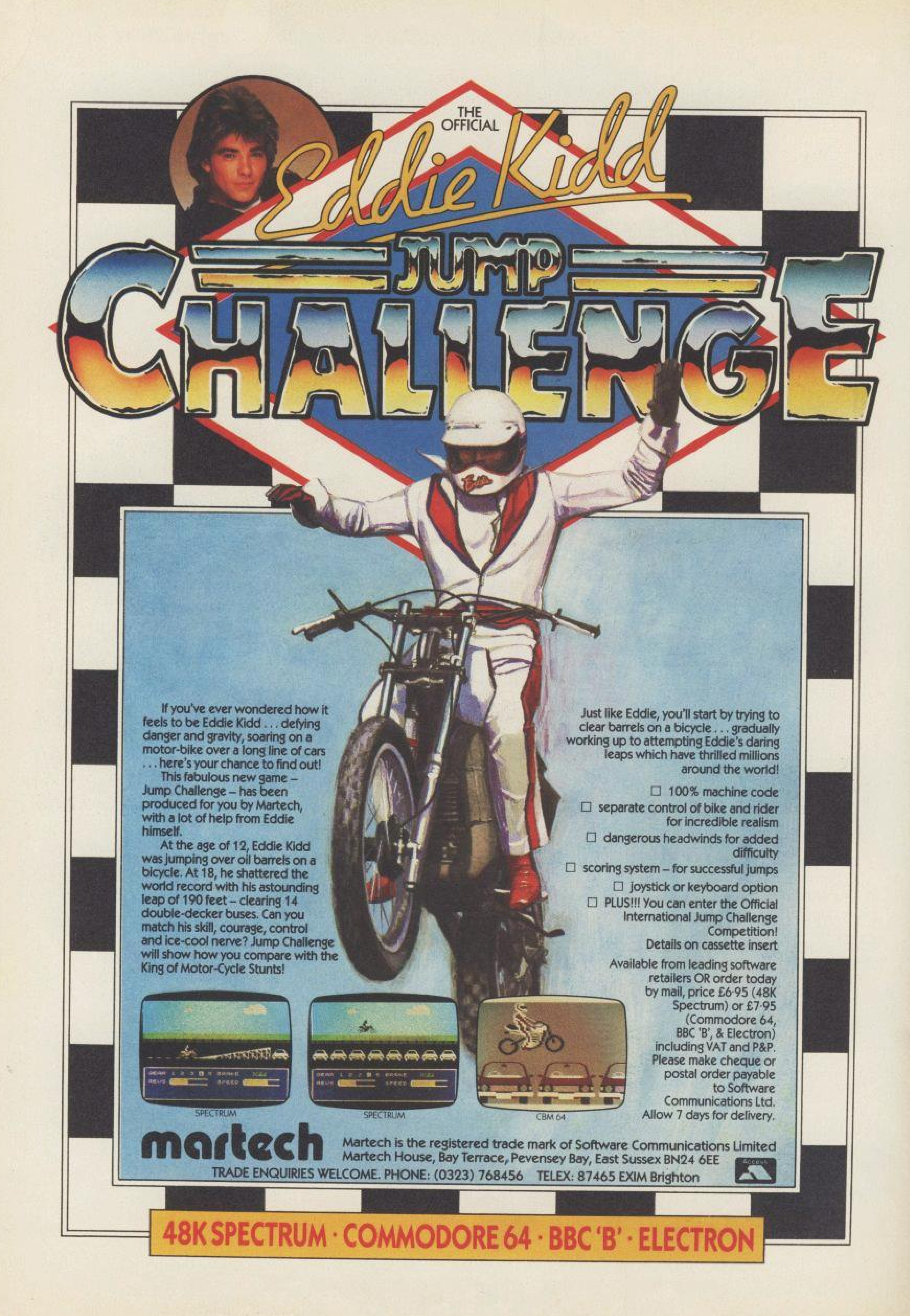
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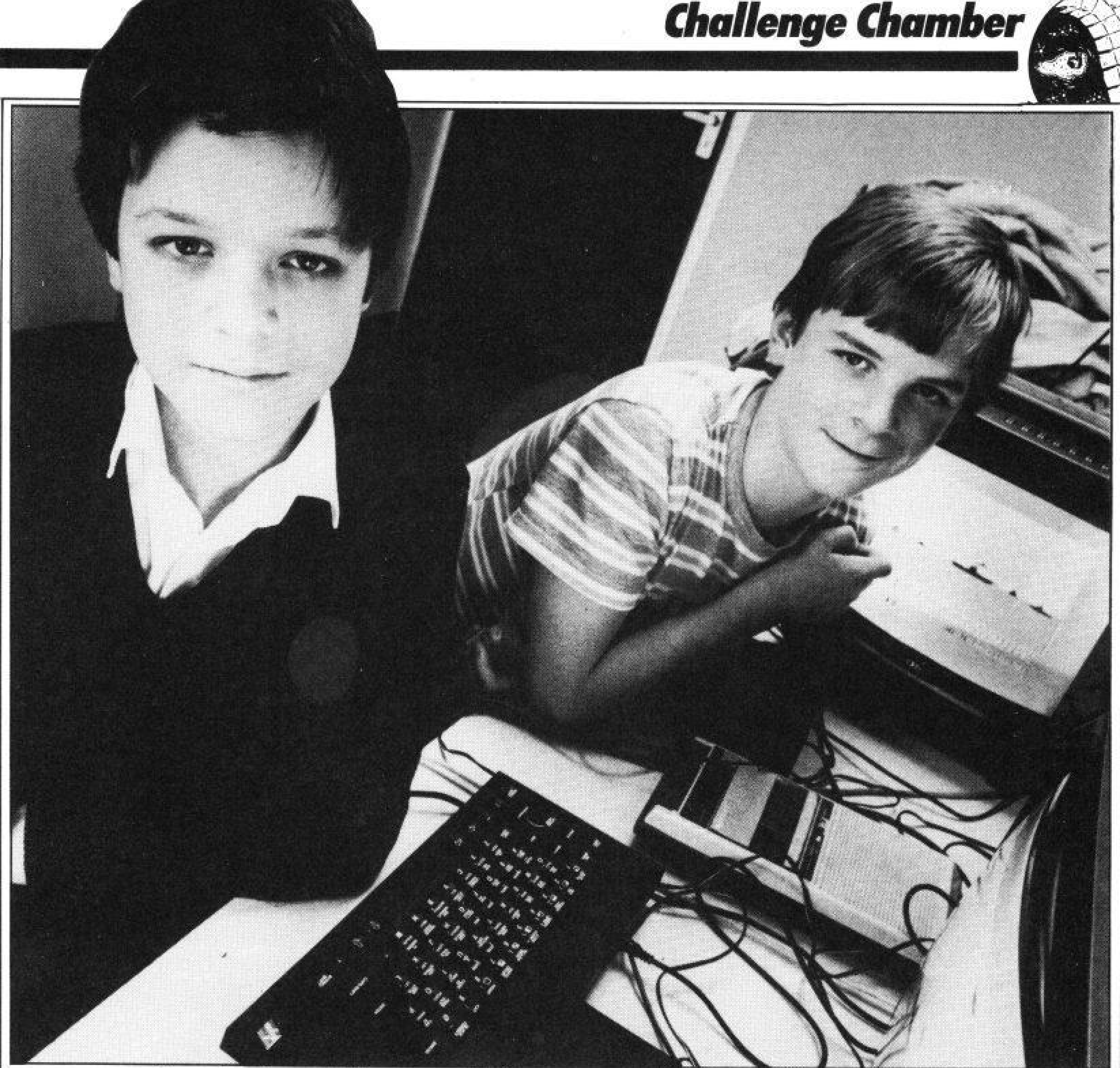
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Beach-head hi-score claims tested in PCG's secret room

ASSAULT ON KUHN-LIN

Two five-star, battle-scarred Generals assumed command in this month's Challenge Chamber. Veterans of many an amphibious landing, **Richard Murphy**, 12, of Fleet in Hampshire and 14-year-old **James Stevenson** of Purley entered the Chamber to test their military skills on the Spectrum version of *Beach-head* from US Gold.

Both of these strategists have owned Spectrums for over two years and are seasoned games campaigners. James, in fact, has been decorated with a DSO with bar for his great courage in putting up with faulty machines: he's had to return six Spectrums in those two years due to faults of one kind or another.

It didn't stop him though. He first got hooked on *Manic Miner* and he's never looked back. Other games he's keen on include the Ultimate games, especially *Lunar Jetman.*

Richard, too, is an Ultimate fan and can find his way out of *Sabre Wulf* in a nifty seven minutes or so. Unlike James he enjoys playing adventures – he's even solved Level 9's *Colossal Adventure,* which is no mean feat.

Fearsome

Generals James and Richard both had scores of around 126,000 on *Beach-head,* the game in which you have to

guide your forces from sea to land to victory.

So, into the Chamber they went for a challenge more fearsome than anything the Pentagon's war games simulations can offer.

Seated at their respective Spectrums James and Richard presented the very image of calm heroism as they set off on the first stage of their Longest Day. Their mission – to get their ships through the secret passage before establishing a beach-head and destroying the fortress of Kuhn-Lin.

It's no ordinary pond you play the admiral on: it's infested with mines and vicious torpedoes speed across it. Getting your ships through is a question of precision, of stopping and starting at exactly the right moment and then making a dash for the narrow passage.

James had the edge here, somehow steering smoothly through the perilous waters. Richard kept almost finding a watery grave, but generally managed to stop within a hair's breadth of disaster. A reward of 30,000 points came James' way when he'd got all his ships safely through. Richard followed a few minutes later with the same score.

Ballistics

The next part of the battle is the game's hardest and most exciting section. A degree in ballistics helps, but failing that a hell of a lot of practice will do. What you have to do is fire your guns at the enemy as their ships float across the horizon and their planes zoom towards you in 3D horror.

Up and down those big guns went, as the Generals searched for the correct elevation to blast the rascals into oblivion. A tenth of a degree is a matter of life and death here.

James again seemed to be marginally more accurate, finding the hostiles quicker than Richard and despatching them in flashes of brilliant red. After vaporising wave after wave of planes and then sinking the aircraft carrier, the beach-head was established and the struggle returned to land, with James on 66,000 and Richard just a few thousand behind.

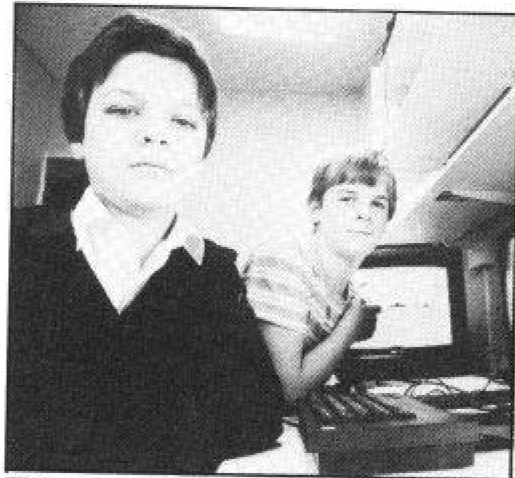
Tanks – were they Panzers or Centurions? – rolled across the muddy and heavily fortified battlefield. They weaved through the minefields and swerved to avoid walls, blasting away at enemy artillery as they went.

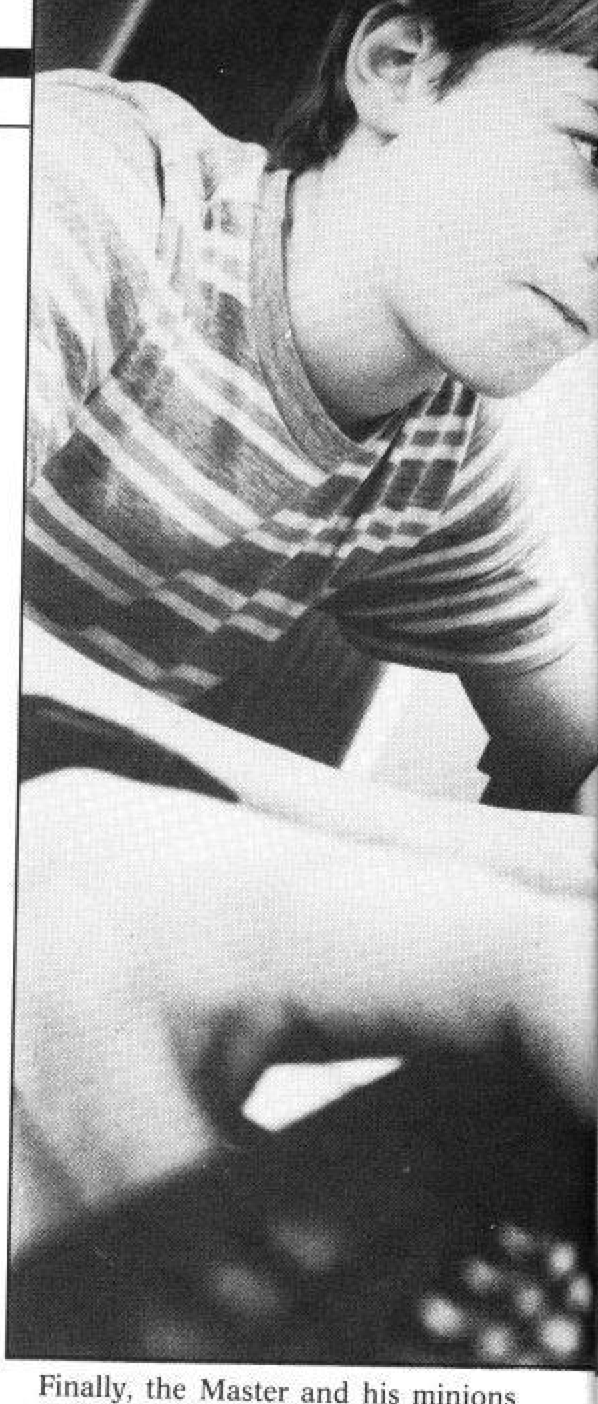
Casualties

But it was no picnic. This was war, and in war there are casualties. Richard got pranged by an enemy gun emplacement, and the same thing happend to James. But once more it was James whose firing was the more deadly, and it was James who accumulated the points.

The final stage of *Beach-head* is the storming of the fortress of Kuhn-Lin itself. An enormous hill looms up. A huge gun slowly swings round. You've got to get in ten hits before that gun hits you – terminally.

With one more tank than Richard, James was in the driving seat. He didn't mess up, remaining calm and making the most of his advantage. Inexorably his last tank advanced, destroying all before it. The fortress destroyed, the scores showed a victory for James Stevenson: 129,000 points to Richard Murphy's 118,000. Victory then to James, who becomes the first of **Beach-head's** six-star Generals. But Richard need not despair. He acquitted himself with great bravery. And old soldiers never die.


● James (left) and Richard prepare for battle



MORE MAIL TO THE MASTER

HERE IS the opening of a letter from a certain **C. Free** of Beaconsfield:

'Dear Dastardly Chamber Master'

The Master was stunned to be addressed in such an ungentlemanly fashion. Why *dastardly*? What had the Master ever done to C. Free? It's a mystery and a disgrace. After such impudence the Master does not feel able to print the rest of C. Free's letter.

On the subject of the correct form of address for a Chamber Master, wrap your voice box around this:

'Greetings O Chamber Master, Superfluous Being of the whole mega-universe.'

Now hear this, **David Baron** of Loughton in Essex. The Chamber Master is NOT suerfluous. He is, in fact, very NECESSARY. So there.

David Lowe of Leicester knows better how to address a Chamber Master. Unfortunately, Dave thinks his score of 15,075 on *Arabian Nights* entitles him to call himself 'Lowey the Magnificent'. Take a look at this month's high scores, Dave, and then get back to that machine.

Too many letters about the *International Soccer* Knock-out competition have arrived for all the writers to be mentioned. The Master is still pondering the possibility of such a mega-chamber event. Discussions are taking place with the F.A, Pele, Jimmy Greaves and many other important soccer personalities. Expect a report soon.

Finally, the Master and his minions would like to wish all their readers a merry Yuletide. Wherever and whoever you are, the Master hopes that Santa fills your stocking with all the games you have dreams about. Clock up some festive high-scores for 1985!

High-score equality

Dear Chamber Master,

You wanted letters from ladies, so here you are!

Yes, you're right, we do enjoy computer games but, unlike certain males, our ego doesn't need feeding by having our names in print. We are content to sit here slaving over a hot keyboard without looking for praise or reward.

However, I'm a firm believer in equality of the sexes and feel that if my sons wash the dishes I should take on some of their difficulties. It has taken a lot of effort and concentration to think like a male, but the next sentence shows how successful I have been: PLEASE, PLEASE, PLEASE, PRINT MY NAME FOR MY *SUPER PIPELINE* SCORE!!!

Sheila Bell,
North Shields, Tyne and Wear

The Chamber Master is hugely gratified to receive this letter – all the more so because Sheila goes on to give some very shrewd tips on how to high-score on Super Pipeline. We hope to be printing these soon.



The scores to beat

ANCIPITAL (CBM 64)
★ 6,410,933 Homer Perry, London
★ 6,179,503 Gary Insley, Derby
★ 6,081,545 Gary Penn, Berkhamsted

ARABIAN NIGHTS (CBM 64)
★ 31,400 Robert Ireland, Prestatyn
★ 29,850 Daniel Gilbert, Heathfield, Sussex
★ 24,400 Richard Balashaw, S. Wirral

BEACH-HEAD (CBM 64)
★ 996,000 Paul Aveyard, King's Langley
★ 745,000 Jason Bird, Chelmsford
★ 737,800 Paul Toulman, Ripon

BEAKY AND THE EGG SNATCHERS (Spectrum)
★ 40,340 Iain Reddick, Kircaldy, Fife
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★ 29,120 Alex Grass, Hitchin

BONGO (Vic 20)
★ 11,027,500 Paul Robertshaw, Hatfield, Manchester
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★ 3,132,000 Christopher Wain, Notts

BOZO'S NIGHT OUT (CBM 64)
★ 50 Pints Julien Lusk, London
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CHINESE JUGGLER (CBM 64)
★ 193,925 Vaughan Waylett, Braintree
★ 185,445 Darren Ungless, Frimley Green

BUZZARD BAIT (Dragon)
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CHARIOT RACE (Vic 20)
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CHUCKIE EGG (BBC)
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★ 13,015 Ayham Akcay, London
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★ 632,200 Julian Venus, Winchester
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★ 106,588 (Deadly) Jason Watton, Chepstow

FORBIDDEN FOREST (CBM 64)
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★ 841,401 David Martin, Ramsgate
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FRAK! (BBC)
★ 2,046,900 David Buttimore, Pembroke
★ 312,550 Jason Robinson, Darlington
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GRIDRUNNER (Vic 20)
★ 744,100 Stephen Tomlinson, Ashton
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LOCO (CBM 64)
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LUNAR JETMAN (Spectrum)
★ 382,520 John Elliott, Falkirk
★ 317,870 Nicholas Booth, Clevedon, Avon
★ 203,810 David Martin, Ramsgate

REVENGE OF THE MUTANT CAMELS (CBM 64)
★ 2,956,068 Scott Walsh, Batley
★ 2,600,000 Andrew Jones, Prestatyn
★ 2,287,000 Tom Burton, Saxmundham, Norfolk

SHEEP IN SPACE (CBM 64)
★ 2,450,000 Tom Burton, Saxmundham, Norfolk
★ 1,831,352 James Atherton, Sheffield
★ 1,147,000 John Nellis, Birmingham

SABRE WULF (Spectrum)
★ 6 mins. 45 secs. (50%) Ian Law, Aberdeen
★ 6 mins. 55 secs. (54%) Trevor Sinkinson, Boroughbridge

STOP THE EXPRESS (Spectrum)
★ 14,730 Jamie Westwood, Brighouse
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★ 150,885 Richard Hall, Tamworth
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in a game lasting ...... mins ...... secs.
Signed ....

(This portion to be filled in by witness)

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Occupation ....
I confirm that the above claimed score is genuine.
Signed ....

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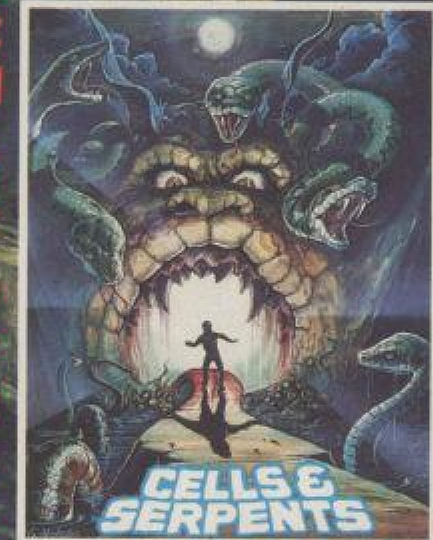
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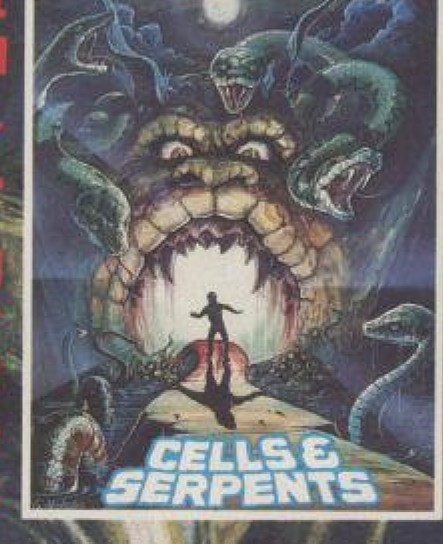
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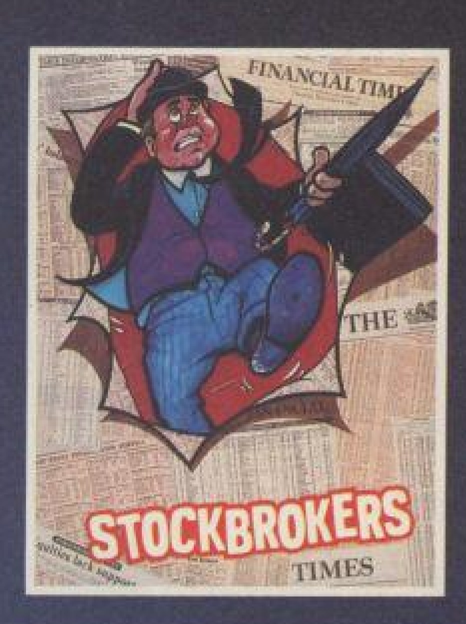












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TRICKS 'N TACTICS

PCG tips on high scoring in your favourite games

HOW TO JOIN THE ELITE

Acornsoft's stunning space game has been enthralling BBC and Electron owners the country over. Shingo Sugiura gives his tips on becoming one of the Elite.

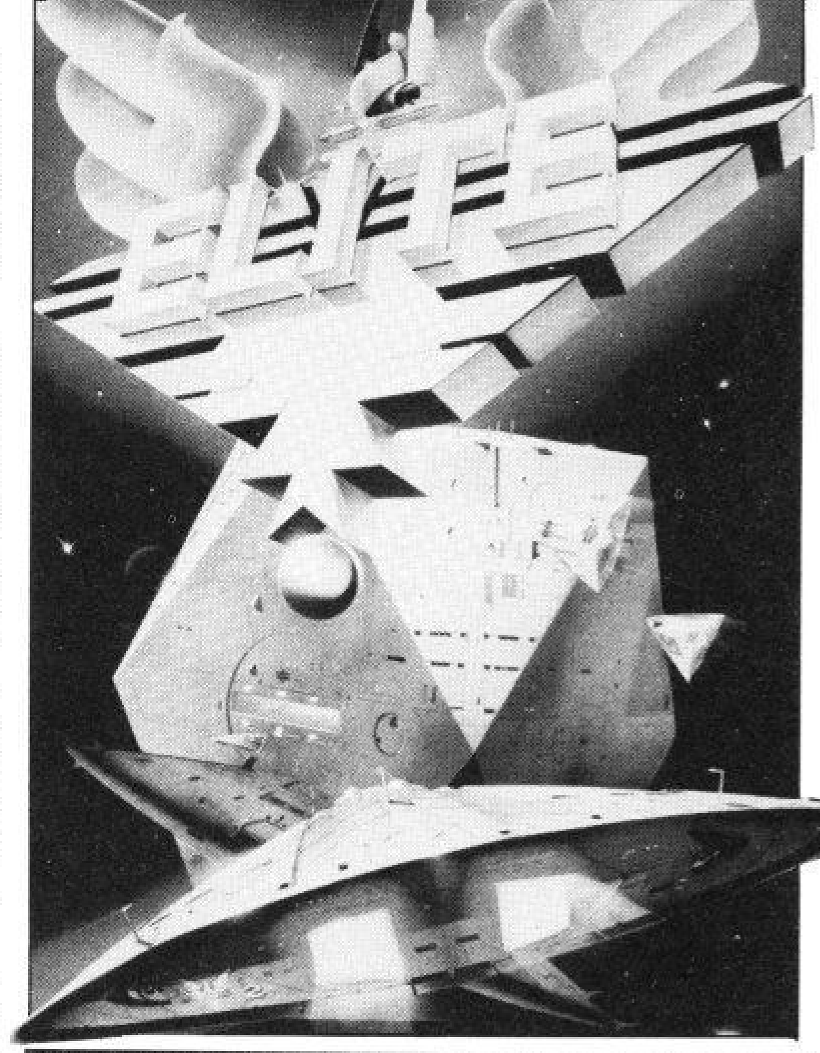
1 First thing you must get used to is the 'feel' of flying the Cobra Mk-III. For the first few flights, simply fly around and make sure you can quickly head in the right direction using the radar. I advise you to play with the keyboard rather than the joystick because you have so much more control.

2 You can't begin to appreciate the real depth of this game until you have fully equipped your ship. Obviously this needs credit and trading. I'm afraid I can't offer you much advice on trading because the price of goods vary and the galactic chart is so huge. The most important thing is to be able to choose goods at cheap prices and that only comes with experience.

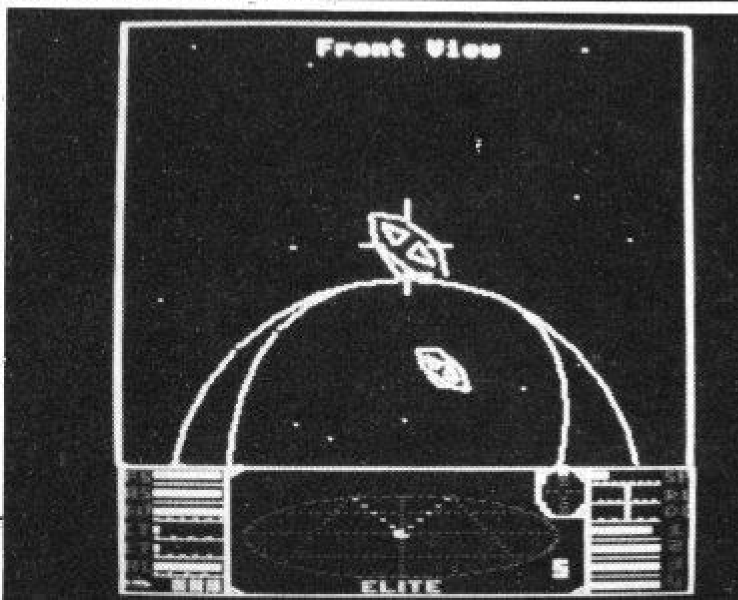
I trade almost solely on computers but you may find planets which sell alien cargo at 1cr or whatever. One tip is to stay away from narcotics and slaves. They attract police vipers and even if you are very experienced, it's highly unlikely that you can survive a full viper assault.

3 The order in which you equip your ship is important. This depends on whether you happen to be an expert combateer or whether you are a natural tradesman. Probably the most important pieces of equipment are a docking computer (this saves a considerable amount of time, especially on the tape version), ECM (you probably won't be able to survive long without it) and a beam or military laser. You might be tempted to arm yourself with right, left and rear lasers. Don't. They will remain unused.

4 Once these essentials are bought, buy yourself an extra energy unit, large cargo bay, energy bomb and an escape capsule. I'm afraid getting to this stage is rather boring and will simply be a matter of you wandering from planet to planet earning credit. It just takes time, so be patient and don't forget to save the game at frequent intervals.



● Super 3D space action in Elite



5 Always have four missiles and an energy bomb. When more than three pirates attack you simultaneously, confront them with your missiles armed and release one as soon as it's locked on. Arm another missile and start blasting with your laser and launch missiles as required.

The manoeuvrability of your ship is directly proportional to your velocity so slow right down if you are confronting, say, a Thagoid invasion ship releasing five Thargons a second!

It is quite possible to destroy five or even six pirate ships if you stay cool, aim carefully and use your missiles wisely. Don't forget to use an energy bomb when things looks desperate. It costs a lot but it's better to survive than to save a few credits and be dead.

Escape capsule is another possibility but so far, I've never had the chance of actually hitting the Escape key at the right time!

6 Once you can fly and fight effectively, you can either find yourself a pair of planets in close proximity to each other and just trade, or you can explore the eight galaxies. If you want to enter the competition organised by Acornsoft, it's best to stick to the first option but there's nothing more interesting than exploring the weird and wonderful world of Elite which presents many strange things that aren't mentioned in the manual. For example, somewhere in the middle of galaxy 1, there's supposed to be a ship with a virtually indestructible armour.



BE A BETTER DEFENDER

Richard Patey's tips on playing Alligata's excellent Commodore 64 version of Defender: *The Guardian.*

1 Literally 'defend' humanoids. Stick close to them and zap those landers.

2 There are big points in saving humanoids! If all is clear, allow the lander to take the humanoid, then shoot. Catch and replace the humanoid vertically (i.e. go down immediately) and you've scored 1,150 points just like that!

3 Use the scanner: that, and your laser are the most important tools of a true Guardian. With a little practice it should be possible to move to the scene of the crime quickly and accurately. And watch out for mutants and swarmers with it.

4 Zap them pods on wave 2 upwards! It's definitely worth it!

5 Store up the smart bombs, and use them only in dire circumstances. Save them for clear space when you lose the planet, or really bad waves.

6 Don't use hyperspace unless you're feeling lucky!

Wake up, Wally!

If you aren't one of the 300 plus Spectrum owners who've written to us with solutions for Mikrogen's great *Pyjamarama*, here's some cryptic advice to stop you tearing your hair out.

- Can't get that crash helmet? Can't use the driving licence? Makes you want to jump out of a window in despair.
- Can't get the scissors? You've gotta stop those library books hitting you on the head.
- Can't reach the balloon? Boy do you need help.

Kong tips

On the third level of Ocean's *Kong* (48K Spectrum) climb to the top of the first set of platforms and wait for a lift. Jump on to it and let go of all the keys. You should go through the top and automatically finish the level.

Rhys Jones, South Glamorgan

ALL THE WAY ON AR

Robert Ireland has a score of 31,400 on *Arabian Nights* for the Commodore 64 and claims to be the first to have completed this Interceptor game. Here are his 'rather brilliant tips' on the last six screens.

THE CAVE

Jump on to platform 1 and jump again to get the A. Jump to platform 2 and then 3 and wait by the ladder until the genie is right beside you. Rush up the ladder and jump onto the A. Fall down, go to platform 4 and jump across towards the I. Walk down to 5, then to 6, and 7, then jump to 8.

Wait on platform 8 until the genie following you is right by platform 6. Jump all the way up to the platforms, jump up to 10, jump up to get the R, walk off, and walk to I.

From there jump to 11, along to 2, jump to 3 and wait by the ladder for the genie. Then do the same again, except that when you get to 7 walk down to get the B.

Jump up onto 8 and up two more platforms, then onto 5. Jump to get the I, walk back down to 7, jump up the platforms to get to 9, onto 10, jump up and onto 12, jump onto the A, and fall onto the N. Phew!

Oh yes! Beware of the other three genies as they can fire in four directions.

THE DESERT

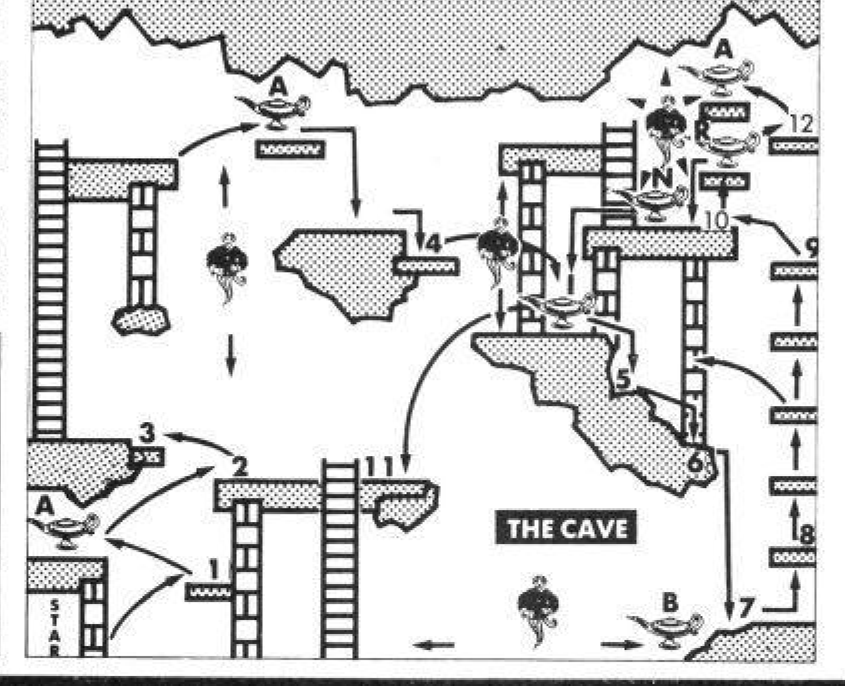
Fairly easy. Try to stay on the far right to avoid arrows, and beware of the other flying carpets.

THE PALACE WALLS

Run along and climb up the first ladder. Jump across to get the A and jump over the guard. To jump the guard, however, you must get as close to him as possible without falling off the wall. Jump across to the big ladder, climb all the way up and get the R and the A.

Jump across and down the ladder to get the B. Jump towards the N, jump across to get the I, and climb down the ladder to get the A. Climb back up the ladder,

THE SHIP



ADVANCING

The remarkable Spectrum arcade-adventure *Avalon* was criticised by our panel on grounds of playa the pre-production copy we received was defective. STEVE TURNER of Hewson Consultants has p which will allow you to submerge yourself in the game's many intricacies.

Use of back doors

These are the easiest to use especially when you are in trouble. To open the door, approach in line with the centre or towards the handle. Retreat or bounce off to allow the door to open. Keep on the same line to pass through the door.

You will find you can always avoid closing the door. The door frame virtually grabs you and pulls you through if you approach it slowly.

You can brush the edge of the frame away from the hinge: the door frame is, in fact, three characters long while you are only counted as one character wide. It is the centre of the wizard that triggers things. Therefore, it doesn't matter how big the wizard is drawn!

Use of side doors

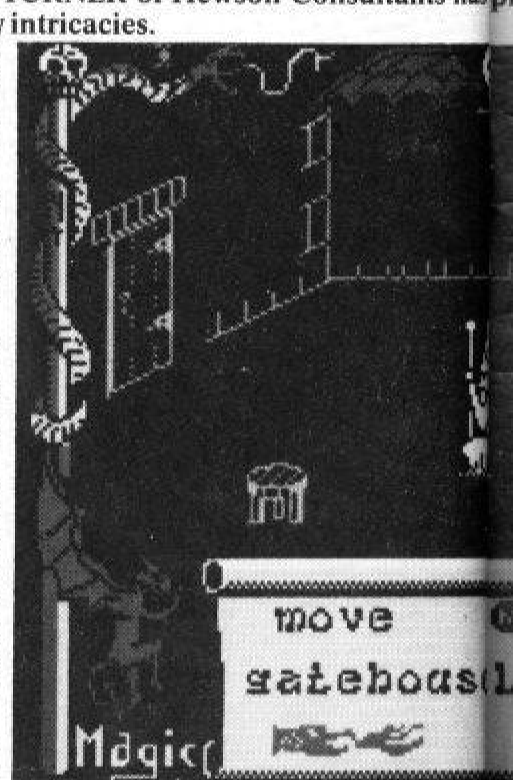
These are slightly harder to cope with until you know the tricks. The thing to remember is to avoid bumping into a handle – then the door won't close. (Unless a goblin reaches the handle first).

To be safe, approach the door with your shadow at the level of the front door frame. The door is actually twice as wide as it appears to be.

Another successful technique is to come in at an angle, although I find this easier with keyboard control than with a joystick.

Finally, you can deliberately miss the door and keep going to the edge of the screen. When you hit the wall, keep the joystick over but go up as well, and you bounce up the wall to the door. This method takes longer, though it is useful to know if you miss the door.

Go through doors really slowly – they will pull you through.



RABIAN NIGHTS

jump across, down the other ladder, and get the N. Beware when climbing up and down ladders, as the boulders pass over these when falling. Also beware of arrows and the barrel.

THE PALACE GARDENS

Get the first A, jump onto the ladder and wait for the arrow to go. Go down the ladder and fall onto the R. Jump onto platform 1 and wait until the genie fires. If his bullet is heading your way, jump up and wait for his next shot. If not, run along and climb up the rope ladder.

Collect the A, move back down the rope ladder and climb the ladder at the bottom of the tree. Get the B, go down the ladder and then up the rope ladder. Wait at point 2 for an arrow. Jump it and then jump across onto the I.

Fall down the two platforms, down the ladder and climb the rope ladder for the A. Go back down the rope ladder for the A.

INSIDE THE PALACE

Run along, collect the first A and go up the ladder. Jump onto platform 1 and collect the R. Run along and jump up onto the platform above the archer (there is a letter A by the archer. Ignore this – it is a trap!).

Jump across and climb up the ladder. Next, you must jump the gap and run across towards the cannon. Timing is crucial here. It is best to go when the cannon has just fired and the barrel has just fallen down the gap.

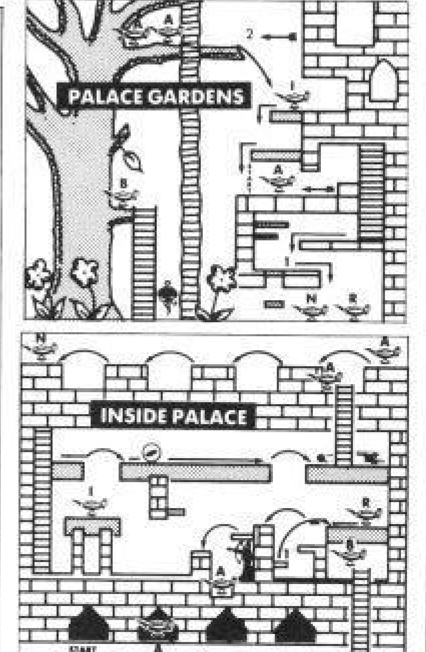
Jump across, go up the ladder and collect an A. Next, go down the ladder and retrace your steps to the B. Then go back to the second ladder, climb it, and fall onto the I. Walk off that platform, go up the ladder, run and jump along and, finally get the A and N. Beware of arrows.

THE FINAL SCREEN

Exactly the same as screen four, except there is a Roc instead of a flying carpet.

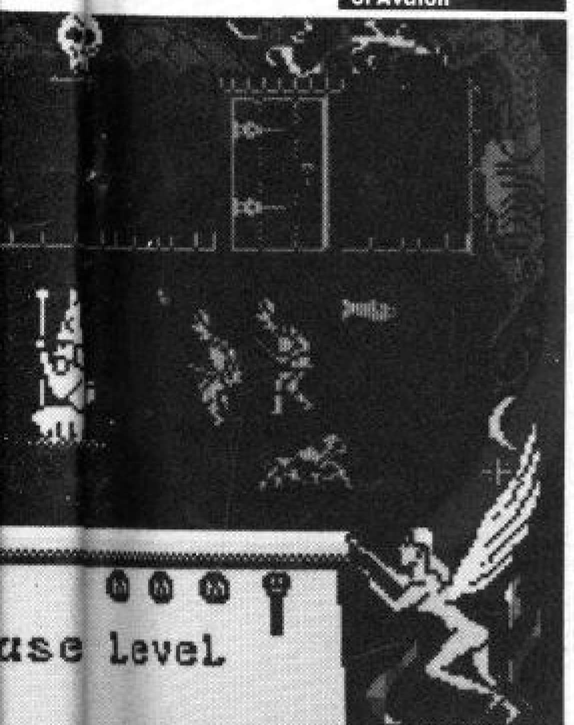
BOULDERS ARE DROPPED FROM THE TOWERS

THE PALACE WALLS



G AT AVALON

playability – but it appears s has supplied us with tips



▼ Magic with Maroc the Wizard of Avalon

Release the joystick as soon as you are through. If you don't like the look of the room it is simple to retreat. Leave doors open for a fast exit route, but shut them to delay goblins.

Goblins

The golden rule is 'Don't panic!' They are very slow and a bit stupid. In a large room you can dodge them as long as you want. The goblin swordsmen and axemen always head towards you. Lead them away from your exit to a corner of the room and you have plenty of time to escape. If they do catch you and close the door, DON'T PERSIST – retreat, lead them away, and try again. In a small room, escape in two stages: 1. Lead them away from the door and open it by running past. 2. Lead them away, then exit.

Lose goblins by using tunnels or going through two doors quickly. It is possible to lead goblins and lock them in a room if there are two doors close together.

Spells

These were never intended as an instant method of escape. Imagine a bumbling old wizard trying to find the spell and read it out of his huge book – not really on!

Retreat to a large room if you must fire a spell when a goblin is following. Use spells sparingly and only when you really need to.

If something you want is being guarded, fire 'freeze' BEFORE entering the room then go in and get the object.

Learn the layout of the game so that you don't disturb the goblins unnecessarily. Never lead them to your start room. Goblin swordsmen are afraid of magic so firing any spell makes them panic. This is useful if you can't find 'move' when being attacked.

Learn the useful spells before an emergency. Fast scroll to approximately where the spell is and stop. Then scroll one spell at a time to reach the spell.



Don't be a potty pigeon

Gremlin's CBM 64 game *Potty Pigeon* brings in some tips from William Sargent of Richmond, Yorkshire.

AVOIDING BROWN BIRD

Keep low over car rooftops – the birds only stay at a certain height. When returning to the nest, wait for the birds to get to your height. Then increase speed and fly past them.

OBTAINING TWIGS

On the later levels, wait for the ferret to pass (as you can't kill this). Wait for a gap in the traffic and very, very quickly whizz down and back up.

AVOIDING THE SPARROW

The chasing sparrow appears from level 2 upwards and is quite a nuisance, as it moves down the screen as well as across. It also follows you and knocks the twigs out of your beak.

All you have to do is constantly bomb it as it will rise to the top of the screen and this will give you time to get safely to the nest.

Smashing the Fortress

Fortress is one of the meanest shoot-'em-ups around on the Beeb. Here are Rupert Sadler's tips.

1 *Go down* as soon as you get over the wall to try and get the first fuel dump.

2 *Keep to the extreme left* so you can't be hit, only nipping out to get the fuel dumps.

3 *Planes:* rise and swerve to the left, firing all the time and you should hit them. Come down immediately when it blows.

4 *Force fields:* keep firing. Start at about ¼ height and rise slowly. As soon as your bullets pass through the gap, level out and you should get through.

5 *The Fortress:* keep low, firing rapidly at the plane and the bodyguards. Then fire very rapidly, to hit it four times before you pass. If you miss it, get ready for the next one which will appear just to the left of the centre.

Awesome Ancipital action

Gary Penn of Berkhamstead was one of the first to get 100% on Ancipital (October 10). He sent us a mini-map, a mega-map (unfortunately, too big to print) and tips on each of Ancipital's rooms. Here's a selection of them.

When you first play the game, get used to the control of Ancipital. Try to go through every room and map it out. Once your map starts to form, plan yourself a route that is convenient for you to acquire the keys and goats 'easily'.

I feel it's best to go straight for the goats and keys, rather than to attempt every room in sight – treat it as an adventure. Once you have the power you can go back and finish what you have left.

DON'T open too many walls, because once you have the power you can go back and get strength when you like.

DO keep firing at 'open' walls, as I find that it seems to weaken walls beyond them.

DO wait until your strength is fairly low (5 or 6 units) before you open up extra walls, as you only waste the strength they provide.

FRUITFUL. Try to spray your bullets around by moving side to side very quickly. 'Kill' everything that moves, and get those brown apples.

HOT TODDY. You really do have to shoot those bottles one helluva lot!

SHRAPNEL. I usually do this when I have the power, by simply avoiding the boot: but DON'T shoot the boot. Avoid the shrapnel given out by the exploding walls.

DANGER. Keep moving! Once the diamond forms under you it knocks lots of strength off. Keep firing at the guitars and jump a lot. That's the best I can offer for this room – but it works!

NO SMOKING. As you enter this room, pull up your stick to put you on the top wall (useful thing to do on most screens). Fire, walk along, get key, jump to right-hand wall about one quarter of the way down and blast. When the time comes, jump down, then right.

WHICH BEAST? The goat. Which, after much thought, did seem very logical. Once you've entered this room walk to near top of screen and jump down. (This is to avoid hitting anything other than the goat). Once at the bottom, wait for the other animals to descend and when the goat is above you shoot once. If you hit it, sit back and let it do its work.

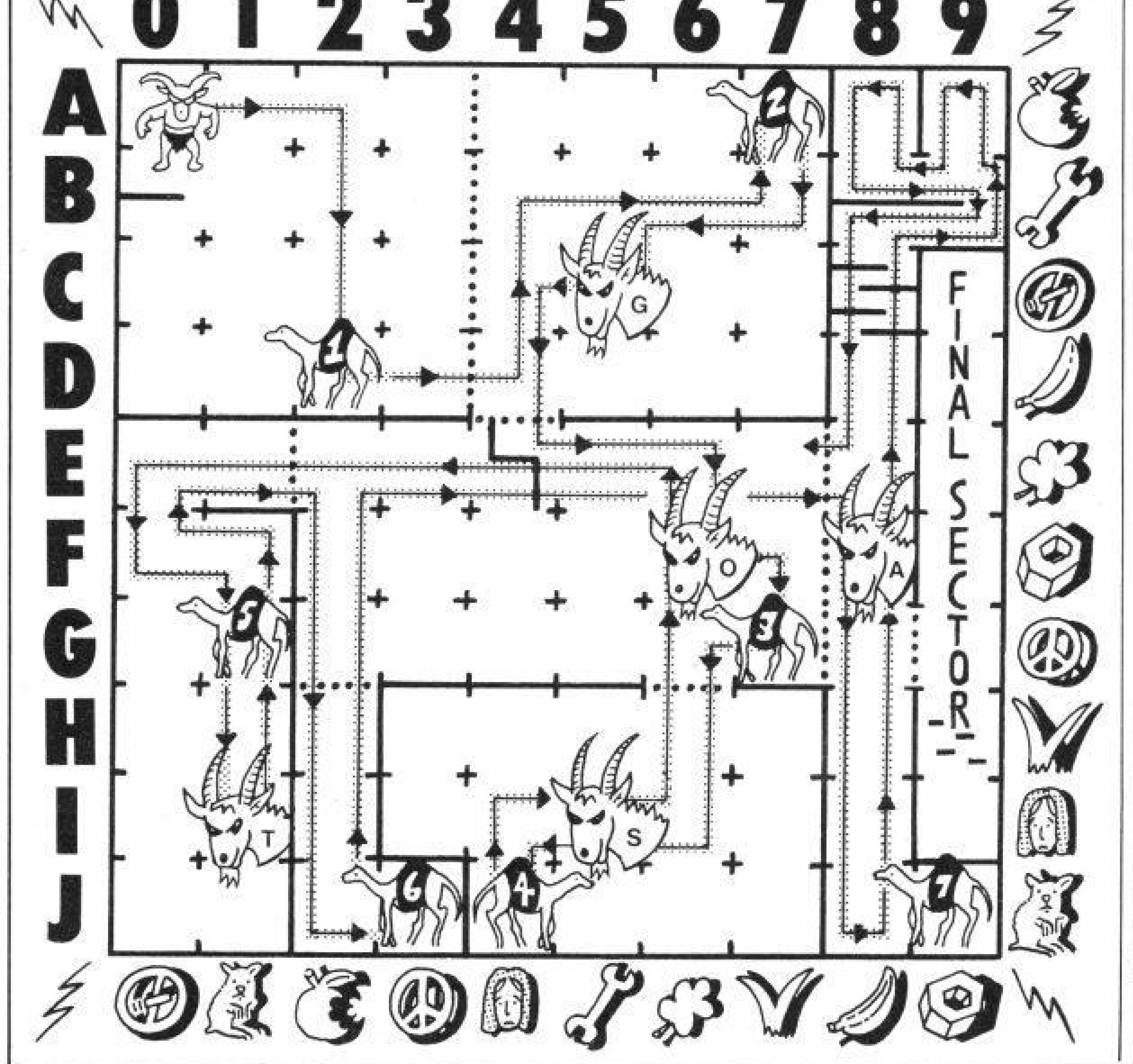
FUMS UP! Nasty, this one! Shoot the bleating heck out of the sheep. Avoid pyramids. Get on opposite wall to the one to be opened. Pull up as you enter this room. Collect key here.

?... This screen had me foxed for a while, but I sussed it when I saw the dot at the top of the screen, hit it (with myself), found I rapidly lost strength and I pulled away. On pressing H I saw the invisible camels had left the gate and gone to the dot.

When the camels have gone, jump through the gate and it will break the wall you jumped from.

1st PHAGORIAN Get to the left wall, about two thirds of the way down. Go down a bit to get the key, then back up to the previous position. When the Ancipital above is away from you, move up and shoot him.

Have fun!





Tips for TLL

Michael Aherne of Glasgow gives advice on the Spectrum game from Vortex.

1 Remember that the screen wraps around.

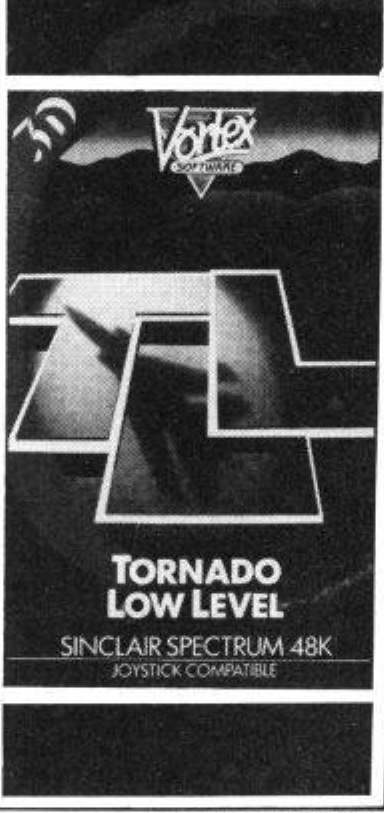
2 The plane moves down a character space when it wraps after moving from left to right (i.e. wraps from the right of the screen to the left) and up one when it wraps after going from right to left. When it goes vertically, though, it stays on the same line.

This can be useful for targets on the water (where you can't circle round to get them) as you either go one space up/down from the target with your shadow.

Wrap in the right direction and dive to get the target and then go up again to full height to get your bearings right.

3 Try to go low level as much as possible to get five points per pixel of your fuel gauge. If you go low level with your wings back you will get 7 points for every pixel your fuel goes down.

4 If you get all five targets and have more than one lift left, don't bother landing – just crash. You will go back to the runway and your time will go back again and you will have three lives again.



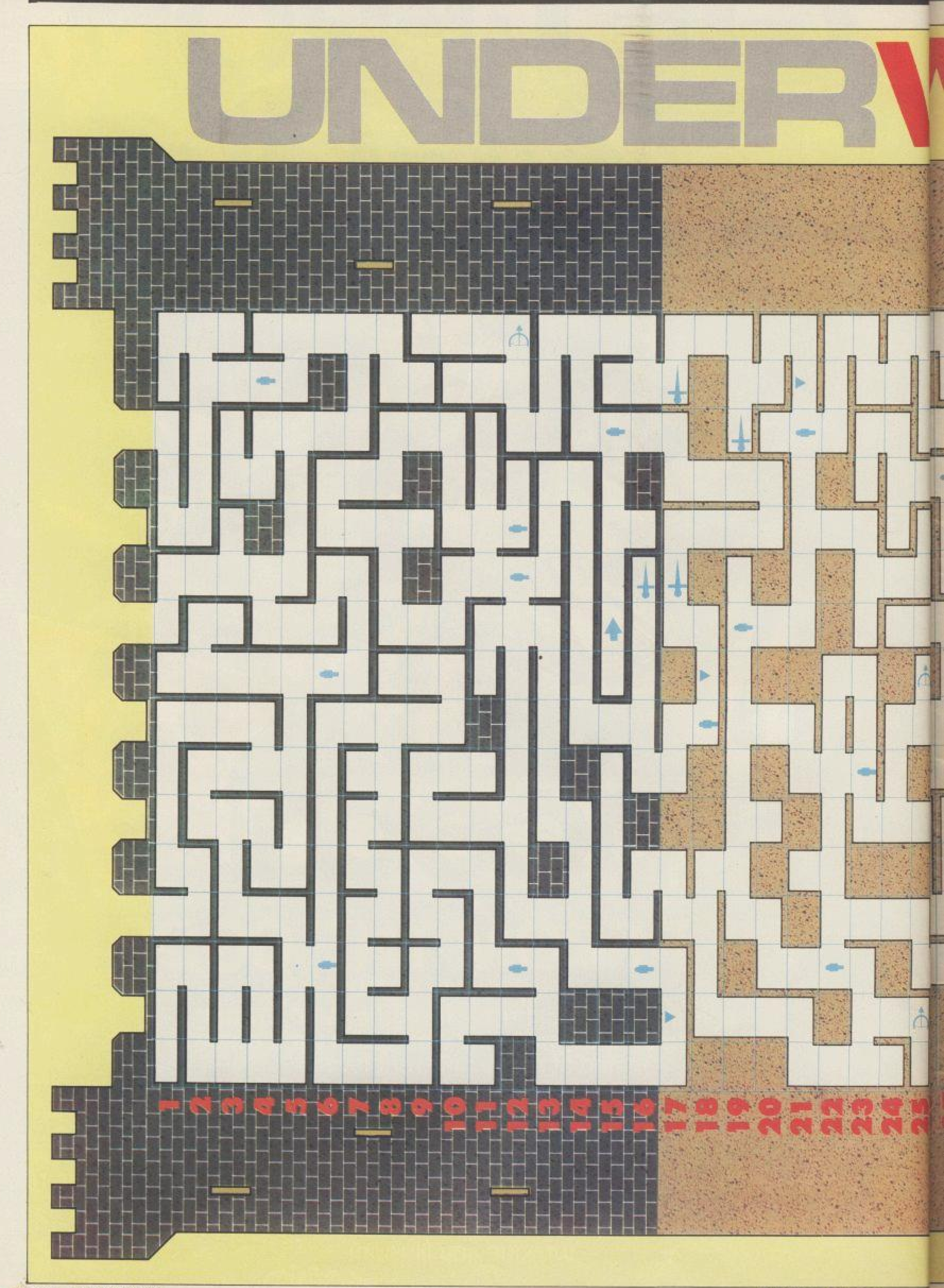


GIFT FROM THE GODS

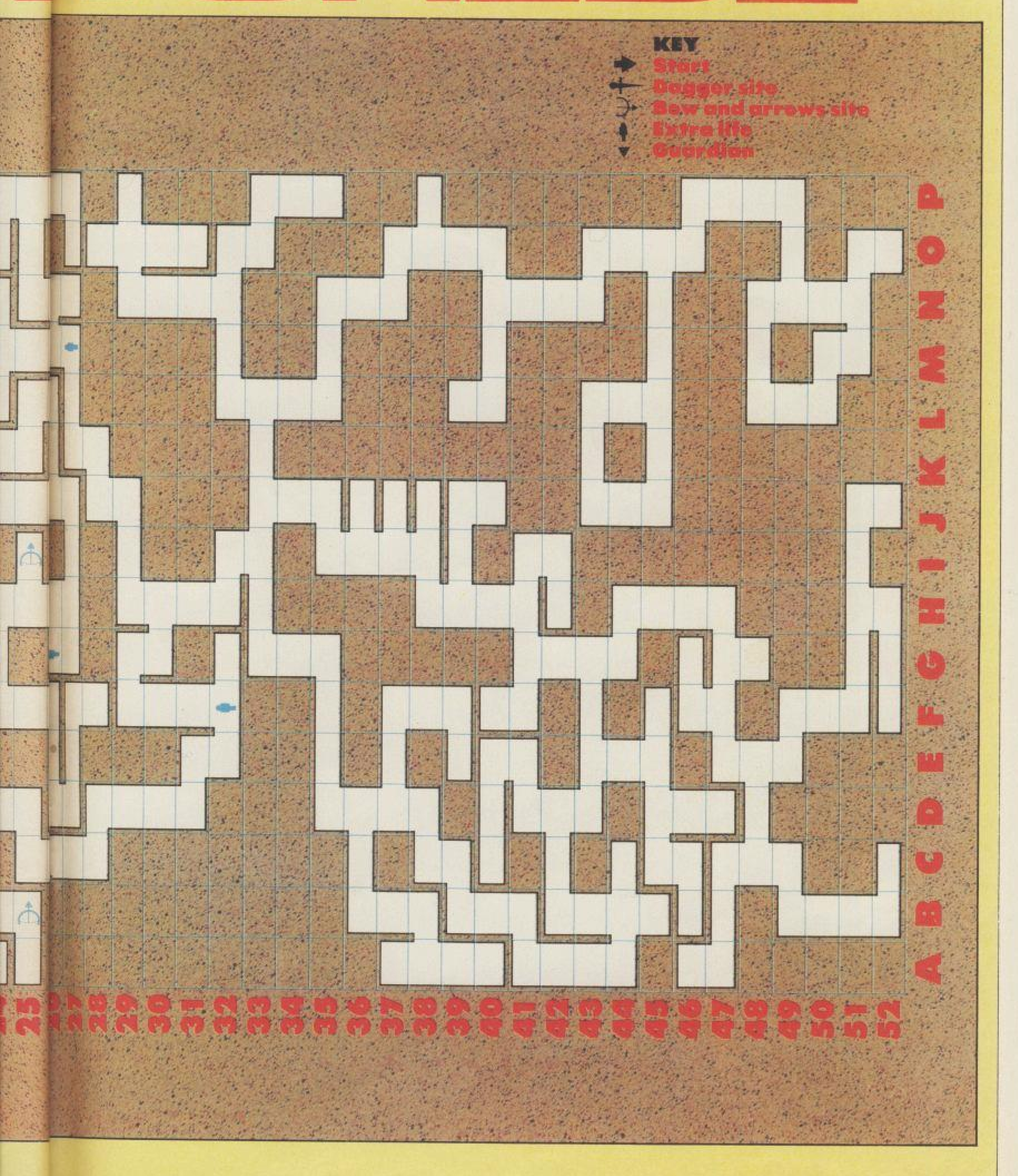
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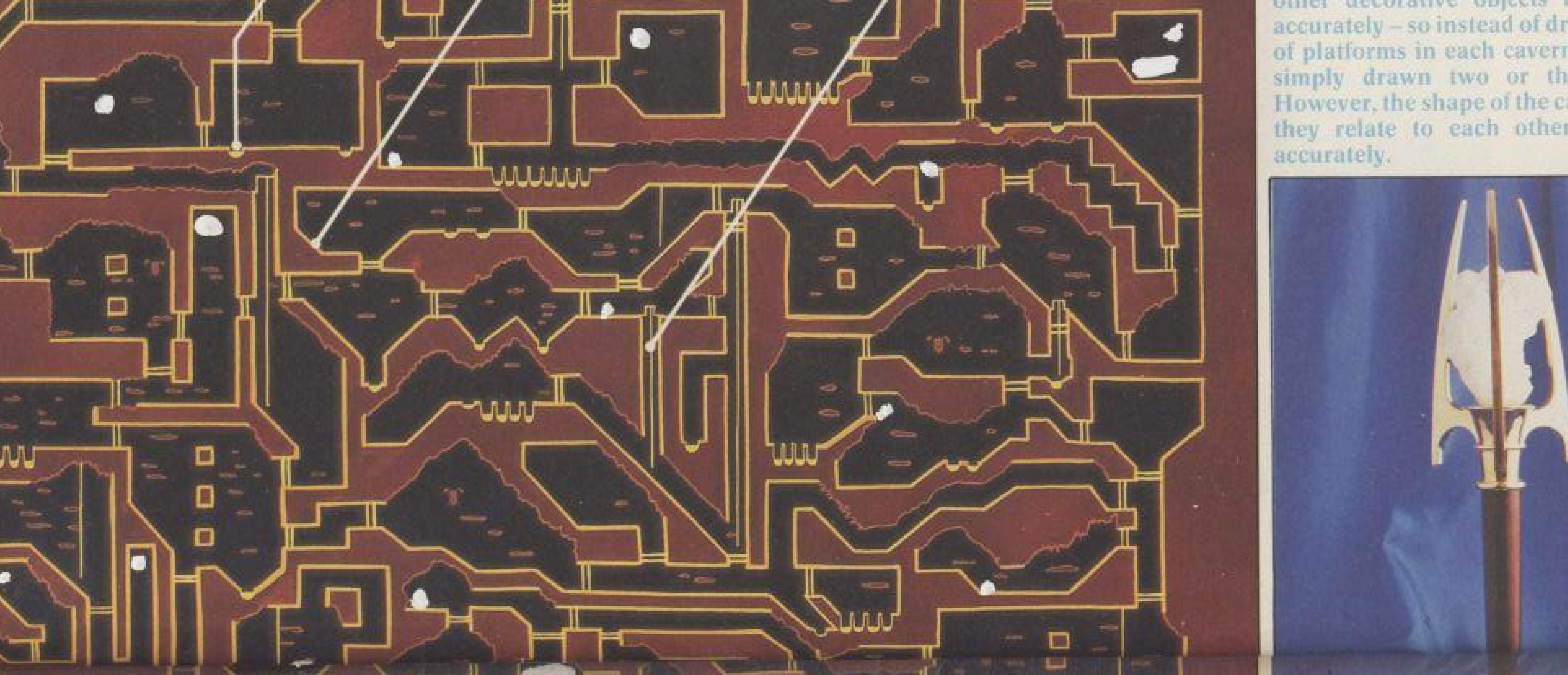
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Dagger site
Bow and arrows site
Extra life
Guardian
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QUO VADIS: THE MAP




See the competition on the PCG Notice-board!

Okay, '64 owners, here's the map you've been waiting for. It shows the entire playing area of the massive *Quo Vadis*, our September Game of the Month.

It's been supplied to us exclusively by The Edge, makers of *Quo Vadis*, who are still offering a genuine silver and gold sceptre worth several thousand pounds to the first person to complete the game.

We've deliberately left off the map the location of the sceptre you have to recover – that might spoil the fun! We also haven't printed the positions of treasure chests and riddles – you can find these and mark them in for yourself.

The game is simply too big for the detailed position of platforms, shields, and other decorative objects to be depicted accurately – so instead of drawing in scores of platforms in each cavern, the artist has simply drawn two or three for effect. However, the shape of the caverns and how they relate to each other is all shown accurately.


The prize. A specially-made sceptre.

PLAYING TIPS

1. To jump off ropes accurately, hold down the fire button and move the joystick until you are firing diagonally upwards to the left or right. Now release the fire button and you will jump in that direction. This technique – using the fire button – is also useful in making accurate platform leaps. Note that there are three different ways to leave the rope you start on.
2. To jump onto a rope, jump at it and then immediately release the joystick to a central position.
3. Work out a suitable tactic for each set of monsters. In many positions it is possible to destroy them a few at a time, by taking potshots and then immediately retreating inside a double door. But in some caverns the safest technique is simply to make a run for it.
4. Mark as many treasure chests as possible on the map, and then plan a sensible route so that you can use them most efficiently. It's usually wasteful to pick up a treasure chest if your energy is still fairly high.
5. To clear the single, large lava pits, you must move to the very edge (tapping the joystick as you get close). Then use the fire button technique to get your joystick angle right before actually jumping. Clearing the multi-jump lava pits is simply a matter of ensuring that you jump from the FAR side of each platform – you will have to retreat a step or two after each jump.

(Map copyright The Edge 1984).

A single screen – the map is 22 screens wide by 46 deep – a total size of 1012.

The extra riddle!

To win the sceptre you'll have to solve all the riddles in *Quo Vadis*. To make the task that bit easier The Edge have supplied us with an extra riddle not included in the game – make of it what you will:

When you think you are there
You really are not
You will have to return
For what you least forgot

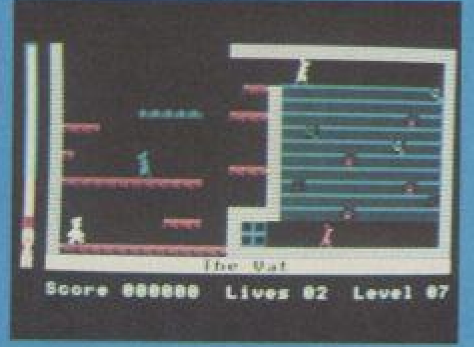
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MANIC MINER



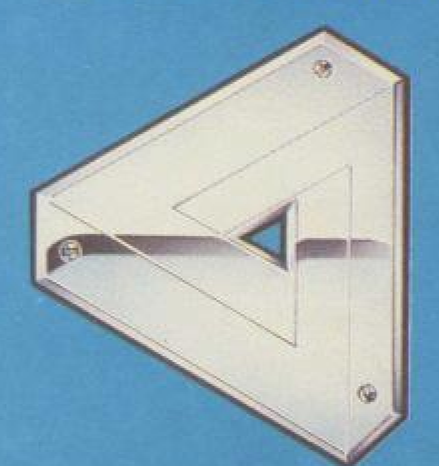




Miner Willy, while prospecting down Surbiton way stumbles upon an ancient, long forgotten mineshaft. On further exploration, he finds evidence of a lost civilisation far superior to our own, which used automatons to dig deep into the Earth's core to supply the essential raw materials for their advanced industry. After centuries of peace and prosperity, the civilisation was torn apart by war, and lapsed into a long dark age, abandoning their industry and machines. Nobody, however, thought to tell the mine robots to stop working, and through countless aeons they had steadily accumulated a huge stockpile of valuable metals and minerals, and Miner Willy realises that he now has the opportunity to make his fortune by finding the underground store. In order to move to the next chamber, you must collect all the flashing keys in the room while avoiding nasties like Poisonous Pansies and Spiders and Slime and worst of all, Manic Mining Robots. When you have all the keys, you can enter the portal which will now be flashing. The game ends when you have been 'got' or fallen heavily three times.

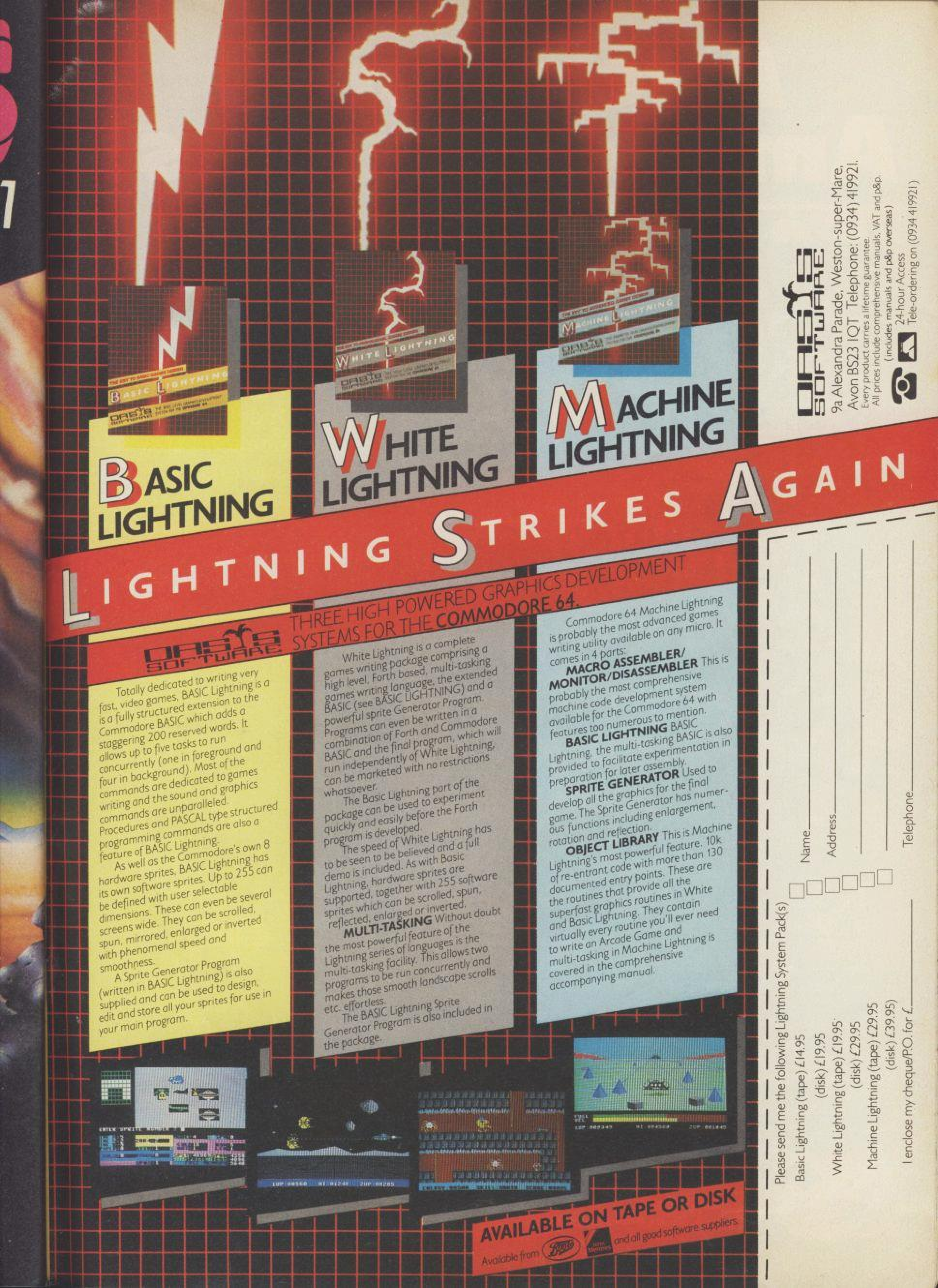
MANIC MINER is available on Spectrum, Amstrad, BBC, Dragon, CBM 64, Oric/Atmos, MSX.

The above screens are from the BBC version.

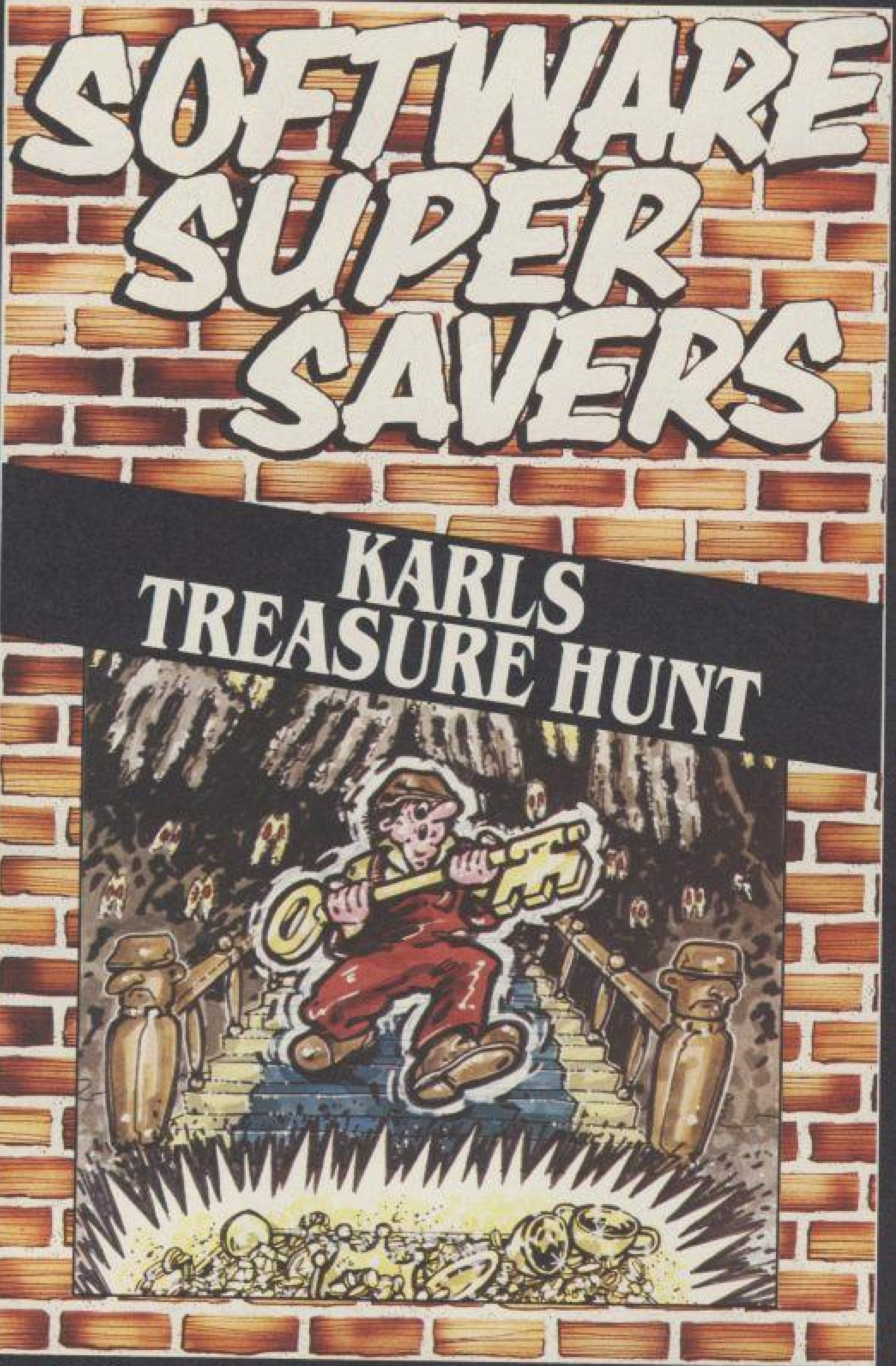


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Software Projects Limited, Bearbrand Complex, Allerton Road, Woolton, Liverpool L25 7SF. Telephone: 051-428 9393 (4 lines). Telex: 627520.


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Totally dedicated to writing very fast, video games, BASIC Lightning is a is a fully structured extension to the Commodore BASIC which adds a staggering 200 reserved words. It allows up to five tasks to run concurrently (one in foreground and four in background). Most of the commands are dedicated to games writing and the sound and graphics commands are unparalleled. Procedures and PASCAL type structured programming commands are also a feature of BASIC Lightning.
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MACRO ASSEMBLER/MONITOR/DISASSEMBLER This is probably the most comprehensive machine code development system available for the Commodore 64 with features too numerous to mention.
BASIC LIGHTNING BASIC Lightning, the multi-tasking BASIC is also provided to facilitate experimentation in preparation for later assembly.
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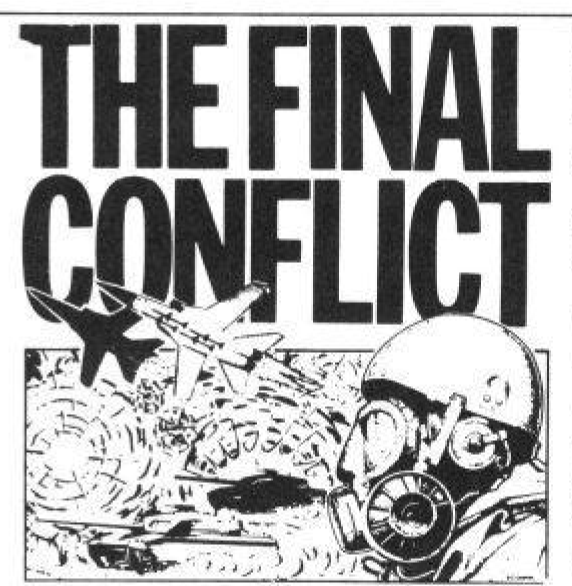
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And on the Seventh Turn of the Final Conflict, the players stood back, surveyed the Map, cast their votes, and...decided to take a rest! Apart from two minor skirmishes, there were no new offensives and no countries changed hands.

But don't be deceived! Conflict Observers are all agreed on one point – that this turn is the lull before the storm. The Union has held back and reinforced Fargrim, Norland, and Charg. These three countries between them form the Union front-line, and together they wield a terrifying 148 armies.

Yup, there ain't no doubt about it – when those Union warlords give the marching orders there's gonna be hell to pay. If you can hear a strange drumming noise in your ears, it's not thunder, it's the sound of thousands of Federation and Dominion knees knocking together in Aberstrof and Vindrish as these two powers await the Union onslaught that must surely follow...

But they're not all trembling in Aberstrof – the Dominion has a massive force of 56 armies to resist the Union attack. Doubtless blood will be spilt in the near future, but a lot of it will flow from Union veins. Those Dominion armies know how to fight!

Up in the North, the Federation sensibly built up its reserves in Vindrish. Again, this is a country threatened by Union expansionism, in the form of an attack from Fargrim. With 39 armies to Fargrim's 44, however, Vindrish is safe for the moment. The Federation lives on!

The only signs of impatience this month came from the Commune, now confined to the West, who carried out two abortive attacks on Upland (hastily reinforced by Knephet) and Jorlon (supported by Iskrand and Lorilon). This petulance lost the Commune 20 valuable armies.

Next month's moves will almost certainly be crucial. The lull is over – the storm is about to begin!

CALM BEFORE THE STORM

This month's moves

The following orders were carried out by each country, as decided by your votes.

UNION

Norland BA, Pugrosh RC, Quithlin RP, Tigron RF, Warrish RD, Yinkan RC, Charg BA, Dweria RN, Fargrim BA

FEDERATION

Knephet RU, Upland BA, Vindrish BA, Zorg RV

COMMUNE

Borgonia RH, Calyria BM, Droom SF, Elmet SF, Forish AJ, Himonia AU

DOMINION

Iskrand RJ, Jorlon BA, Lorilon RJ, Olgrish BA, Rorglia BA, Aberstrof BA, Bikonia RL

Key to map of Helix
DOMINION
COMMUNE
FEDERATION
UNION
NEUTRAL
SHELTERS
FACTORIES
MISSILES
ARMIES
NEWLY CONQUERED

Move 7 in our nationwide war-game

WAR-LORDS These heroic people submitted the best votes. Their voting strength will go up by the number of votes in brackets.

DOMINION Gordon West, Walsall (100); Robert Compton, Ruskington (90); Ashley Rayner, Broadstone (80); Mark Smith Birmingham (70); David Al-Daiwi, Coventry (70); Matthew Fletcher, Chipping Norton (70); Scott Young, Glasgow (40); Eric Burchell, Eastbourne (40); Alan Leask, S. Queensferry (40); Paul Older, Great Wakering (40).

UNION C P Wong, Plymouth (100); Colin Free, Marden (90); Stephen Hatherley, Sidmouth (80); Mark Caprioli, Bournemouth (80); Alan Pritchard, Royston (80); Duncan Edwards, G Yarmouth (80); D May, Chiswick (40); David Ward, Wallsend (40); G M Pallinger, Dundee (40); R Brooks, Litchfield (40); Joe Marston, Billericay (40)

FEDERATION H J Judd, Ipswich (100); Joe Ferrari, Finsbury Park (100); Darren Taylor, S Benfleet (100); Leslie Ronarth, Manchester (100); Mark Roberts, Needham Market (100); Mike Gardner, Theydon Bois (100); Jon Filkins, Kingston-upon-Thames (100); Richard Wright, Birmingham (100); Mark Hopkins, Redditch (20); Laurence Wilson, Newcastle-upon-Tyne (10); P Legg, Sudbury (10); Peter White, Barnsley (10); Michael Knight, Chislehurst (10); Ralph Dolan, Spalding (10)

COMMUNE Clive Young, Luton (100); Alan Halliday, Stoke-on-Trent (90); Adam Byrne, Canvery Island (80); Martin Clarke, Sunderland (70); Michael Bowditch, Yeovil (60); Jane Halliday, Stoke-on-Trent (50); Donald McGowan, Dundee (40); Roy Wannell, London (40); Stefan Lipiec, London (40); P Mandeville, Bognor Regis (40); J Pickering, Ilford (40); Alec Robertson, Barking (40); Andrew Look, Dartford (40); Gary Dytham, Rugby (40); L Wilks, Plymouth (40); Neil Furnice, Formby (40); Colin Fernandez, London (40)

How the game works

On the far-off planet of Helix, four superpowers are at war:
The Union of Golathic States
The Rorkian Federation
The Commune of Margrand
The Lorkonist Dominion

Each of the four powers controls a certain number of the planet Helix's 32 countries. Their aim is to capture more territory, and any power which manages to gain control over more than half of the planet (i.e. 17 countries) wins the game.

PCG readers playing the game are allocated to a superpower. They must then decide how each of the countries controlled by their power should move and vote accordingly. The possible moves are:

BUILD ARMIES
BUILD MISSILES
BUILD SHELTERS
BUILD FACTORIES
SUPPLY (another country)
REINFORCE (a neighbouring country)
LAUNCH (missiles)
ATTACK (using armies)

After the votes have been counted by the computer the moves which received the most votes are acted on. Once all four powers' moves for each country have been worked out, the computer uses the game's detailed rules to calculate the result.

Most exciting of all, however, is the election of the war-lords. Each month the computer will nominate those players from each superpower who suggested the most effective policies. War-Lords, will have their names printed in the magazine and, most importantly, will have their voting strengths increased for future games.

WONG GETS IT RIGHT

This month saw a definite trend towards consolidation rather than territorial expansion. A number of Dominion warlords, however, realised the promise of pushing south-east from Aberstrof into Charg to prepare for a 'back-door' offensive against the Union.

Gordon West of the Dominion (whose entry arrived with 3 other West entries from Nicholas, Mark, and Tracey) walked off with 100 extra votes for spotting this opportunity and following it up with a sensible reallocation of forces. Robert Compton received 90 extra votes as a reward for similar opportunist expansion.

Big scorers for the Federation included Darren Taylor, who now wields 216 votes, and Haydn Judd (156). These two were among the eight warlords each receiving 100 extra votes for realising that the essential priority was to pull out of Zorg, reinforce Vindrish, and strengthen Upland.

Clive Young was the only Commune player to walk off with 100 extra votes, which he got for some inspired strategic thinking, although his attack on Upland wasn't such a good idea as it turned out. His suggestions are perhaps worth studying – he voted Borgonia RH, Calyria RB, Droom RC, Elmet SF, Forish BF (very sensible), Himonia AU.

C P Wong took this month's Union honours for a truly brilliant plan involving complex supply chains that would almost certainly have resulted in the prompt collapse of a neighbouring superpower. In the interests of public safety, however, his votes must remain a secret.

Attention all players...

Tight printing deadlines and postal delays over the Christmas/New Year period would have necessitated a votes deadline of December 14th, giving most players only two days in which to vote.

Since the next round is likely to be a crucial one, we felt that this was cutting things too fine. To get round the problem we have decided to hold off printing the results of the next round until our March issue (which will be in the shops on February 14th).

As a result of this extension, players now have until January 4th to get their votes to this office. Please note that the Votes Hotline will **NOT** be in operation over this period.

● Final Conflict – How to vote

First of all write down the list of countries (IN ALPHABETICAL ORDER) that your power controls. Different superpowers control different numbers of countries, so some of you will not need to fill in all the lines in the form.

Next, enter your votes for each country. Each vote is made up of just TWO letters. For the Attack, Launch missiles, Reinforce, and Supply orders you use the letters, A,L,R, or S followed by the first letter of the country to be attacked, supplied, etc. So to vote Attack Dweria you would write AD. The other possible votes are Build Armies (BA), Build Missiles (BM), Build Factories (BF), and Build Shelters (BS).

●Final Conflict Voting Form

Name ....

Address ....

....

Membership code ....

Country	Vote
1.	
2.	
3.	
4.	
5.	
6.	
7.	
8.	
9.	

Post this form to Conflict Voting, Personal Computer Games, 62 Oxford Street, London W1A 2HG. All votes must arrive by first post on **4th January** – earlier if at all possible.

● Final Conflict Entry Form

Complete this form and send it to us. You MUST enclose a stamped, self-addressed envelope. We will then send you a rule booklet and your exclusive membership code.

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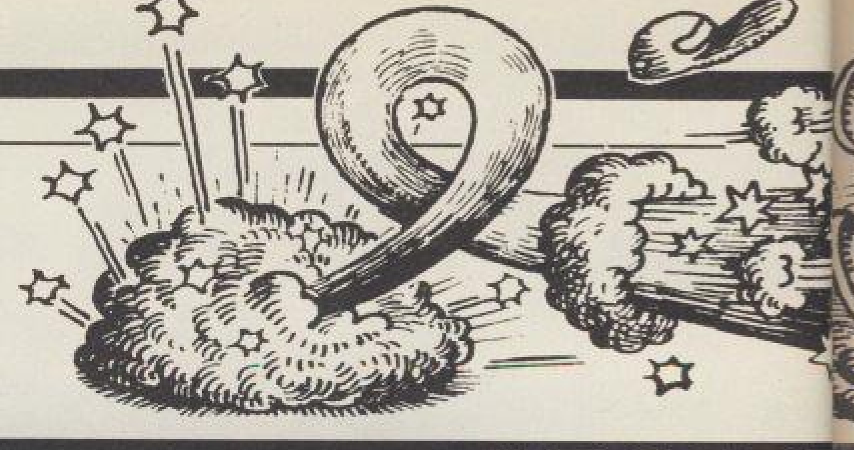
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ARCADE

Bob Wade's view of the coin-o

THE DEFINITIVI

Julian Rignall gives us the low-down on how to score the toughest, arcade

Tips for beginners

Ship control is a daunting prospect for the beginner with up, down and reverse under the left hand, fire, thrust and smart bomb under the right, and hyperspace in the middle – essential for emergencies.

Pressing fire and thrust simultaneously gives you a reasonable speed, whereas holding thrust down moves you much too fast. You also need to practice flying low, where most of the action takes place.

Hyperspacing to another area of the planet should be used only in cases of imminent death since there is only a 50/50 chance of survival.

The scanner which provides a miniature representation of the planet is vital to refer to so that you are never surprised by aliens hiding off-screen. Each of six aliens have different colours which can be spotted on the scanner, and all of them can destroy you.

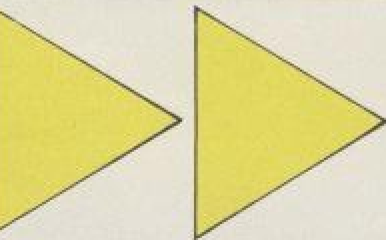
Bombers are purple boxes travelling in groups laying mines across the screen. The star-like and seemingly harmless Pods explode when hit into lots of little red Swarmers.

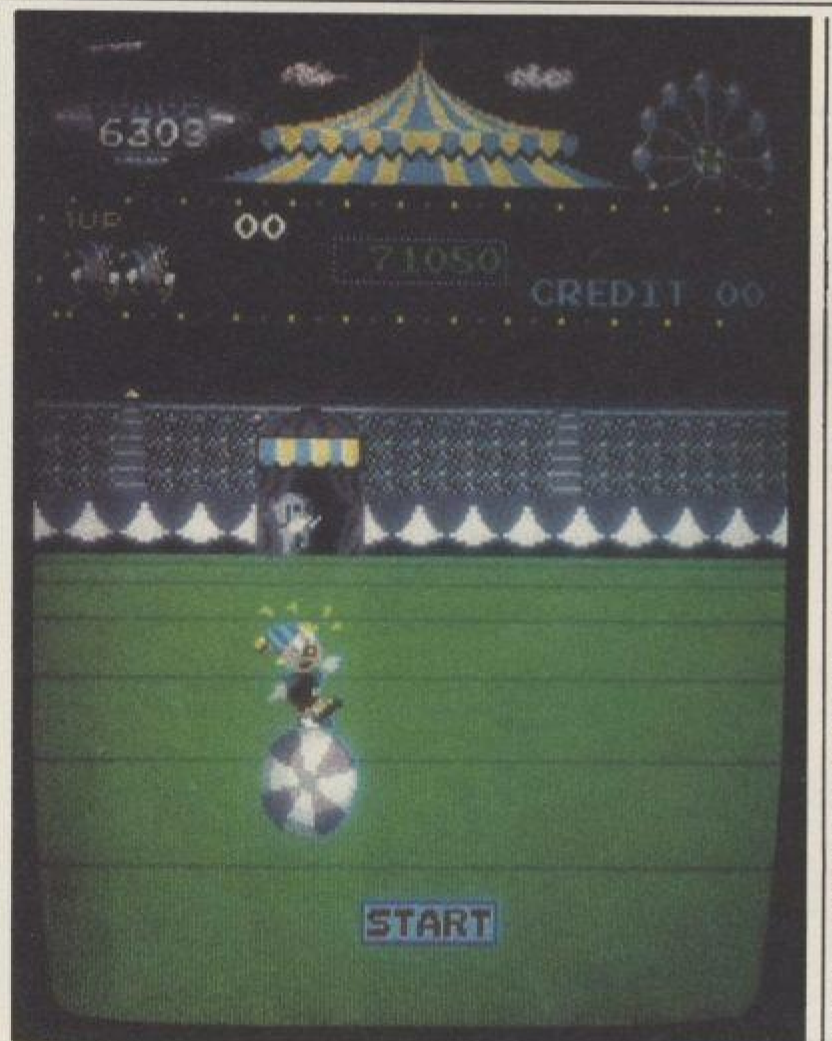
These swarms can be spotted on the scanner and dodged so that you can quickly reverse and follow them, firing rapidly. If they get half a screen ahead though they will turn around and start firing again. Repeat until massacred.

Baiters are fast moving green aliens who appear if you've spent too long on a wave and home in blasting quickly. Thrust away and turn, then rake across them with bursts of fire moving in the opposite diagonal direction to them.

Landers are most important since they steal your humanoids, lifting them to the top of the screen to form mutants.

Save the humanoid by shooting the lander





CIRCUS CHARLIE

Charlie has six different circus acts to complete in his quest for money and points, as he strives to cover the distance across the ring in each act.

Act one: Charlie boards the back of a lion and has to jump through hoops of fire and over burning pots to get to his goal.

Act two: A monkey infested tightrope is next and he has to leap over scurrying brown and purple apes as he wobbles along the thin wire.

Act three: Charlie will be getting giddy by now as he has to bounce along trampolines, avoiding fire-eaters' flames and knife throwers' deadly cutlery.

Act four: You will need your balance back here as you perch on the top of rolling cylinders and jump between them.

Act five: Back to the animals and from the back of your horse you must bounce off springy platforms to land back in your saddle.

Act six: The toughest of the lot, as you time your swings from one trapeze to another using the occasional trampoline and flying companion to help you along.

You can start at any of the acts but they are all pretty difficult. If falls into the category of 'cute' games and is very playable despite that.

Happy bouncing!

Many thanks to Deith Leisure who allowed us to try out selected games in their showroom.



If you've seen *Mach 3* then suffice to say that *Firefox* isn't that much different. However, I did think that the laser disc graphics and the computer generated ones are much better on this movie inspired game.

You can choose one of four missions, each of different length. You start by taking off in your Firefox aircraft and through your trip you must destroy the enemy radar signals to avoid detection and hit the enemy craft to stop them depleting your fuel.

The flying sequences are magnificent and you get a great feeling of movement, but the shoot-'em-up aspect is also well catered for with a constant need for fast firing and quick reactions.



VE DEFENDER TIPS

re big at *Defender* – one of the original, and still one of
de games around.

These green and white monsters are dealt with in the same way as the baiters or by oscillating at the top of the screen, zapping as they approach.

Captured humanoids can be rescued by shooting the lander. If they are less than an inch from the ground you can let them fall to safety. If they are further away you will have to catch them which will earn you a 500 point bonus. If you can then return the humanoids to earth a further 500 points are yours.

All aliens and humanoids can be shot but smart bombs will destroy everything on screen except humanoids and need to be used only when totally outnumbered.

Advanced tips

Once competent, use the scanner for locating trouble-spots where landers are stealing humanoids. This is essential since loss of all your humanoids will make the planet explode and the landers mutate. This leaves you in space with hordes of mutants until you get a new planet and humanoids every fifth wave.

In a space wave you should thrust right to the pods and smart bomb these and the accompanying mutants. Thrust left to the waiting group of mutants and smart bomb them as well. This leaves only a few aliens and should be repeated till you get a new planet.

When low on humanoids let landers pick them up and rescue them and carry them as you finish off the wave. Beware though, baiters will appear earlier than normal.

Conserve smart bombs for use only on three or more Pods, when you are travelling slowly so that swarmers don't escape, or if a lander is stealing your last humanoid and you can't reach it.

Expert tip

Between 990,000 and 999,975 points everything you hit earns an extra ship and smart bomb. Shoot landers, mutants, bombers and swarmers but not pods as these are worth 1,000 each and you should wait for baiters which are only worth 200. These extra ships will have to last you after you go 'around the clock' until 500,000 so every one is vital.

Good luck with one of the all-time great arcade games.

STAR FORCE

This is a grand game of the mindless zapping variety and I loved every minute of it.

You have a spaceship which can move anywhere on the screen while the background scrolls downwards beneath you. On this background appear space islands with ground installations and alien craft to be zonked by your dual firing laser.

If that all sounds familiar you're right – but it's all good fun. The aliens come in zones identified by Greek letters at the end of which you have to shoot the letter a number of times to complete the section.

The aliens are usually obligingly easy to blast and the fire button takes care of both ground and air targets. The best policy is constant movement and a rapid hammer on the fire button, hardly taxing, but great fun.

●

RETURN OF THE JEDI
THE EMPIRE STRIKES BACK

If they ever finish the nine part Star Wars adventure on film, it looks like there will be a video game named after each one. Oddly enough, though, they are still mixing their usage of machines with *The Empire Strikes Back* being on the Star Wars vector graphics machine while *Jedi* is on a Raster scan machine with the more conventional pixel graphics.

Empire has three sections starting with a stage where you have to shoot robots and their message capsules that will otherwise alert the Empire to the rebels' presence on the planet Hoth. If the four part transmission is completed you face the two types of Imperial walker and you have to blast them through their gunports or bring them down with a tow rope. After this come the tie fighters which swoop and zap away at you.

This is a good old vector graphic 3D blaster and *Star Wars* fans will love it. *Return of the Jedi* is a new step graphically for the *Star Wars* team but is nothing amazingly special to the rest of us. It comes in three stages, the forest, space and the deathstar.

The forest has you on a speeder bike scrolling *Zaxxon*-style up to the left while being pursued by Imperial speeders. You can shoot them, bump them, ram them into trees or lead them into the Ewoks' rope and log traps.

This simple scenario is repeated in the second stage where trees are replaced by pillars and the bikes by tie fighters. You deal with them by shooting or crashing them. The easiest way to deal with both these stages is to accelerate forward, leading the enemy into traps, or by dropping back quickly so as to blast them from behind.

All in all *Jedi* is a triffle disappointing and *Empire* merely takes a successful formula and reuses it.

I ROBOT

We're really into some heavy zapping this month with the cute characters and subtlety taking a rest as the blasting brigade get a workout.

I Robot features some of the most amazing computer generated graphics you can see in an arcade. There are two stages to the game the first being a 3D 'colour the squares' game and the second a 3D space shoot-'em-up. But to describe the game as just that is unfair because the 3D is truly awesome and is packed with computer generated mathematical shapes which spin and roll amazing paths across the screen.

You control a little robot who trundles around on a spike or flies through the air with his arms stretched out ahead. In the first stage you are faced with a suspended platform network on which there are a number of red sections. Birds fly toward you and ahead of you is a strange pyramid with a flat top, on which an eye appears and turns red occasionally.

As you jump from one platform to another you can be destroyed either by colliding with a bird or by jumping when the eye is red. While filling in squares the game helps you by indicating squares you can jump to by making them flash. Finally you can jump to the pyramid and destroy the eye, somersaulting yourself to its once exalted position.

The action can be viewed from either a high or low angle, the latter getting you right in amongst the scenery but sometimes blocking your robot out.

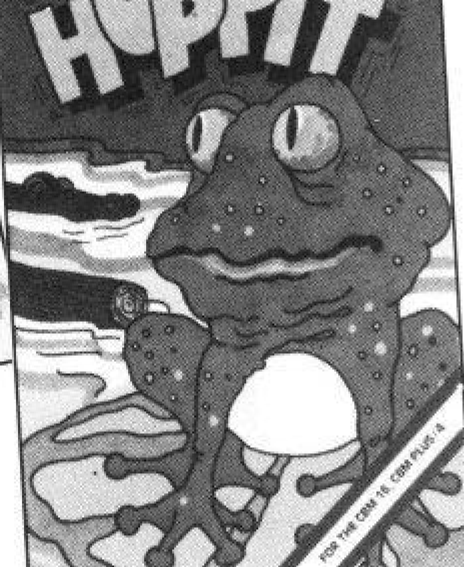
A 3D shoot-'em-up comes next and you launch yourself off the pyramid into a mass of geometric objects which you have to blast your way through. If you survive, it's onto a different layout of red blocks.

On each colour-changing stage there is a teleport which you can use to take you to any of the other layouts and on one space section you have a fantastic rotating head which spits spikes from its mouth.

The graphics are definitely the most incredible thing about the game – the makers have recognised this and put in a special doodle option so that you can play around with the whole character set. Not the most addictive game I've seen but certainly the most pleasing to the eye.









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GOOD BUY

This is the section which lists the games we think are worth buying. It's carefully updated each month, both to add the best new releases and to remove games which have been overtaken by better products. In order to save space we've split the lists for some of the more popular machines in two, and will be printing alternate halves each month.

Judging from your comments these lists proved extremely helpful to a lot of people who were overwhelmed by the vast number of programs on sale. The fact is that while many of the games on the market are excellent, others you'll get bored with in minutes.

So save yourself a lot of bother and get the most out of your money by referring to the Good Buy lists. All of the games here are heartily recommended by the PCG team. You won't find any seven-day wonders here – we know what makes a great game is real lasting interest, so we only list the ones that'll keep you at it for hours and hours.

Finally, if you're new to computer games, here are our potted explanations of some of the types of game and other terminology you'll find in these pages.

GAMESPEAK

● **ADVENTURE** A type of game growing in popularity in which to get things to happen you have to actually type in short instructions, instead of just pressing a key to go left or right. Usually the idea is to explore a series of locations to try to complete a task such a finding treasure. Adventures usually proceed at a slower pace than arcade games, and their appeal is to do with brain power, rather than finger power.

● **ARCADE GAME** Any game where you use the keyboard or joystick to directly control the movement of an object or character on screen. The vast majority of computer games are arcade games. But the term is also sometimes used in a more limited sense to mean a game which has appeared in the amusement arcades.

● **ARCADE-ADVENTURE** An arcade game in the sense that you don't have to type in instructions, but one in which you have to explore different locations to achieve your goal. Examples: *Atic Atac, Jet Set Willy*.

● **ANIMATION** Movement modelled on a cartoon, in which, for example, characters walk moving their legs instead of simply being a rigid shape which moves round the screen.

● **ASTEROIDS** Early space game in which you destroy asteroids using a highly manoeuvrable craft.

● **CENTIPEDE** Game in which a centipede snakes down the screen and splits up when you hit it.

● **DEFENDER** Fast-moving space game in which your ship battles human-stealing landers and many other aliens against a scrolling background.

● **DONKEY KONG** Climb ladders and jump over obstacles as you attempt to rescue the damsel from the nasty ape.

● **FROGGER** Game where you guide the frog across busy roads and crocodile-infested rivers.

● **GALAXIANS** Classic space shoot-'em-up with descending aliens wheeling and swerving as they attack.

● **HIGH-RES GRAPHICS** Pictures drawn using small, coloured dots, rather than larger blocks.

● **MISSILE COMMAND** An arcade game in which you protect your cities from bombs by laying a protective covering of missile fire.

● **MULTI-SCREEN** Refers to games in which there are different tasks for you to perform, each depicted by a different screen picture. *Manic Miner* is a classic multi-screen game.

● **PAC-MAN** Enjoyable maze game – gobble dots and steer clear of monsters. Eat power pills to get your own back.

● **PENGY** Arcade game in which you slide ice-blocks and use an electrified fence to kill snow bees.

● **PLATFORM GAME** Any game which involves leaping around a series of platforms as in *Donkey King* or *Manic Miner*.

● **Q*BERT** In this game you must colour the blocks on a 3D pyramid while avoiding vicious springs and monsters.

● **SCRAMBLE** Arcade action in which you pilot your ship over mountains and through caverns avoiding missiles, meteors and other nasties.

● **SIMULATION** A type of program which tries to represent some real-life situation such as piloting an aircraft.

● **SPACE PANIC** Frantic game in which you run around platforms, digging holes for monsters to fall into.

● **STRATEGY GAME** Typically, these games put the player in a position such as commanding an army or ruling a country. You are presented with maps and statistics which you use to make decisions which the program assesses.

SPECTRUM GAMES A-J

TITLE	MEM REQD	PRICE	SUPPLIER	COMMENT
American Football	48K	9.99	Argus Press	Great simulation of the bone-crunching game
Atic Atac	48K	5.50	Ultimate	Brilliant and inventive arcade adventure
Buggy Blast	48K	5.95	Firebird	Exciting multi-stage 3D shoot-'em-up
Castle Blackstar	48K	6.50	CDS	Text-only adventure in the grand tradition of *Colossal Cave*
Chuckie Egg	48K	7.90	A&F	Frantic multi-level game with deadly ducks
Combat Lynx	48K	8.95	Durell	Complex and demanding game piloting helicopter over 3D battlefield
Dark Star	48K	7.50	Design Design	Compelling mixture of strategy and action in deepest space
Deathchase	16K	6.95	Micromega	Exciting 3D motor-cycle chase with superb graphics
Fantasia Diamond	48K	7.95	Hewson Consultants	Excellent text/graphics adventure with interactive characters
Fighter Pilot	48K	7.95	Digital Integration	Marvellous simulation with combat features
Football Manager	48K	6.95	Addictive Games	Take your team through the league in engrossing simulation
Jet Set Willy	48K	5.95	Software Projects	Explore the huge mansion in sparkling arcade adventure

COMMODORE 64 GAMES A-P

TITLE	PRICE	SUPPLIER	COMMENT
Boulderdash	8.95	Statesoft	Hugely addictive game collecting jewels in the rocky underworld
Cliff Hanger	7.95	New Generation	Clever, funny and difficult cartoon-style action as you try to polish off your enemy



Good Buy

Colossal Adventure	9.90	Level 9	Traditional text-only blockbusting adventure with over 200 locations
Decathlon	9.99	Activision	Exhausting and realistic athletics simulation. Heavy on the joystick
Forbidden Forest	8.95	Audiogenic/Centresoft	Terrific atmosphere as you fight your way through a monster-infested forest
Heroes of Karn	7.00	Interceptor	Slow graphics but worth waiting for in this adventure with interactive characters
International Soccer	9.95	Commodore	Superb soccer simulation on cartridge
Lazy Jones	7.95	Terminal	Lots of laughs and 15 different games in this video hotel
Poster Paster	6.90	Taskset	Very original and addictive game as you struggle to get those posters up

VIC 20 GAMES A-M

TITLE	MEM REQD	PRICE	SUPPLIER	COMMENT
Bongo	16K	7.95	Anirog	Multi-level game with ladders and girders
Chariot Race	Std	6.95	Micro-Antics	Thrilling race-game set in ancient Rome
Defender	Std	14.95	Atarisoft	Good and faithful version of the arcade classic
Jet Pac	8K	5.50	Ultimate	Use your jet-powered man to avoid the aliens and assemble a rocket
Mega Vault	Std	5.50	Imagine	Good graphics and gameplay as Fred flees the evil Doctor

BBC GAMES A-M

TITLE	PRICE	SUPPLIER	COMMENT
Blogger	7.95	Alligata	Multi-level platform game with a multitude of objects and obstacles
Chuckie Egg	7.90	A&F	A frantic multi-level game featuring deadly ducks
Colossal Adventure	9.90	Level 9	First of a series of text adventures with 200 locations
Elite	14.95	Acornsoft	Biggest and best 3D space game ever
Fortess	8.95	Pace	A brilliant version of the 3D space-game *Zaxxon*
Frak!	8.95	Aardvark	Brilliant graphics in this compulsive platform game
Greedy Dwarf	9.95	Goldstar	Excellent text-only adventure with advanced sentence decoding
Killer Gorilla	7.95	Micro Power	Excellent *Donkey Kong* game with beautiful graphics
Mineshaft	5.95	Durell	20 screens of nasty problems in classic platform game

ORIC GAMES A-M

TITLE	PRICE	SUPPLIER	COMMENT
Classic Racing	7.95	Salamander	Management simulation with great animation in the races
Colossal Adventure	9.50	Level 9	First of a series of excellent, large text adventures
M.A.R.C.	6.95	PSS	Rescue stranded scientists in original space shoot-'em-up
Mushroom Mania	5.50	Arcadia	Smooth version of *Centipede*

DRAGON GAMES A-D

TITLE	PRICE	SUPPLIER	COMMENT
Back Track	6.50	Incentive	Excellent 3D maze-game with a bird's eye view
Bloc-Head	7.95	Dragon Data	*Q*Bert* clone on rectangular pile of blocks
Cashman	8.00	Microdeal	Entertaining and addictive 50 screen platform game for one or two players
Chuckie Egg	7.90	A&F	Addictive multi-level game with deadly ducks
Danger Ranger	8.00	Microdeal	Arcade adventure with *Kong*-style elements

AMSTRAD GAMES

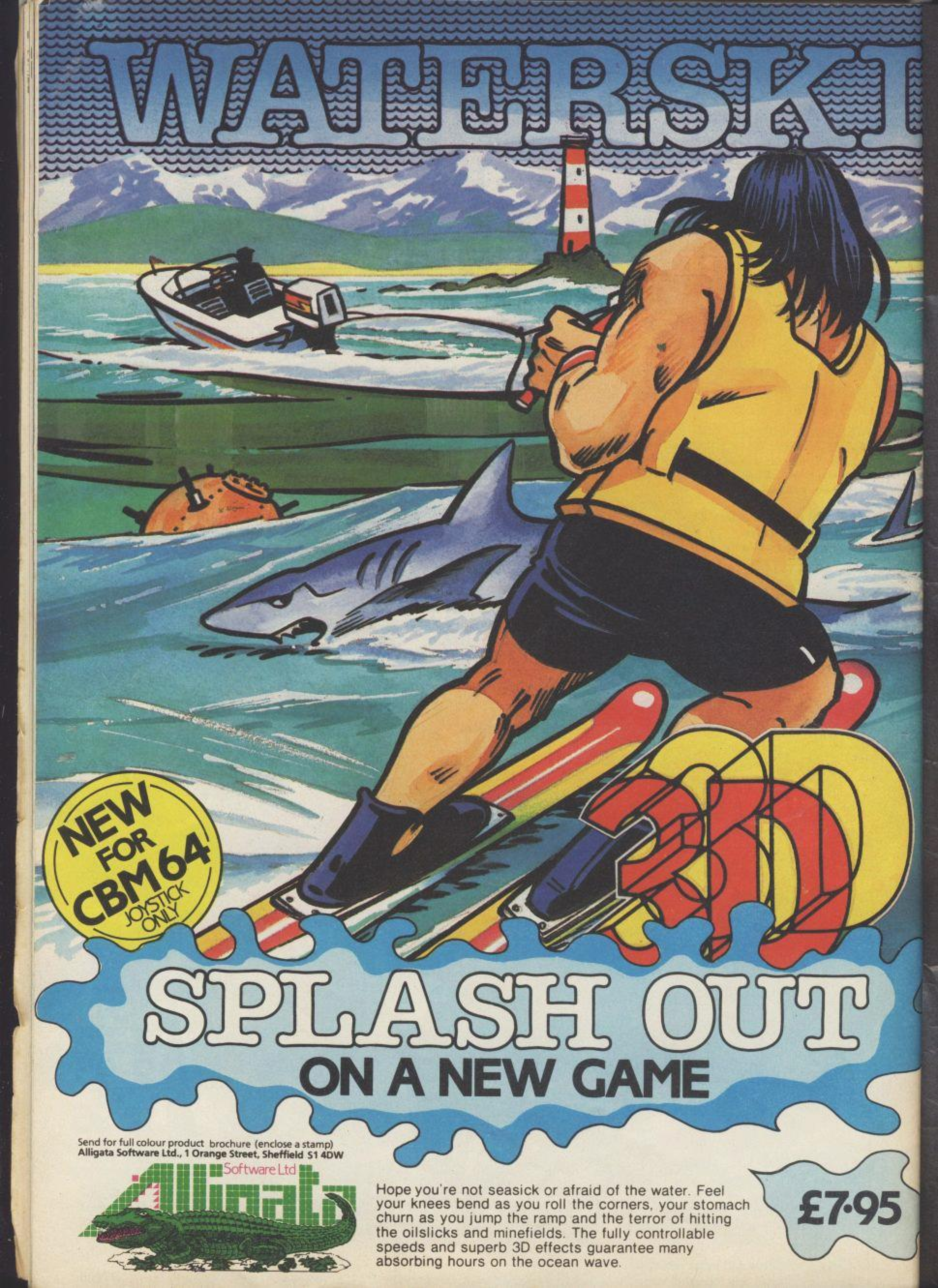
TITLE	PRICE	SUPPLIER	COMMENT
Code Name Mat	8.95	Amsoft	Excellent conversion of the 3D space game
Jewels of Babylon	6.00	Interceptor	Text/graphics adventure with 100+ locations set on desert island.
Roland in the Caves	8.95	Amsoft	Help the stranded flea escape from bizarre underground world
Roland in Time	8.95	Amsoft	Ten times zones and 53 locations in this terrific platform game

MSX GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Antartic Adventure	17.95	Konami	Get your penguin through the frozen, scrolling landscape avoiding seals and catching fish
Hyper Olympic 1	14.95	Konami	Four exhausting events in this great simulation
Hyper Olympic 2	14.95	Konami	Second day events in Konami's tiring but excellent sports game




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SPY HUNTER
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"I would like to thank all involved for making such an interesting game, especially the riddles" **NORMAN SCOTTER.**

"Please, give me a clue to the £25,000" **CHARLES COOPER.** ***(Sorry, Charles)***

"I hate this game. I seem to be missing all my favourite TV shows" **ADAM BOWLES.** ***(Poor old Adam)***



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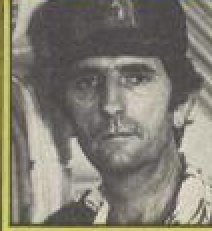
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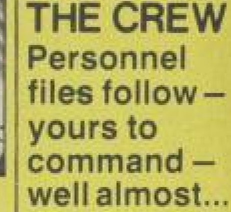
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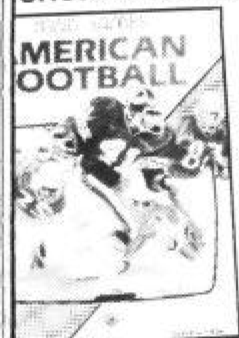


No. 1 Golden Square, London W1R 3AB, Telephone 01-437 0626

showing altitude, temperature, speed, fuel, weapon and navigation information.
An excellent 3D game featuring very smooth, realistic graphics. Recommended.

Ratings: /10
Graphics: 9
Sound: 8
Colour: 8
Originality: 9
Interest: 8
Order code: COMLY

erican Football



Machine: 48k Spectrum
Joystick: No
Category: Strategy
Publisher: Argus Press

ce: £9.95 **Club price: £8.45**

herican Football is a strategic nulation, with fast animated aphics. You do not control dividual players but instead the hole team responds to your structions.
l the action takes place on the tch which occupies the top of the reen. Beneath the pitch is the coreboard that gives all the relevant formation: the quarter being ayed; minutes remaining, etc. This also where you enter your ommands. Play can be against the omputer or another opponent.
A complex game, but nevertheless great fun to play, supplied with a full guide to American Football and comprehensive instructions.

Ratings: /10
Graphics: 7
Sound: 6
Colour: 6
Originality: 9
Interest: 7
Order code: AMEFO

Pool



Machine: ZX Spectrum, 16/48k
Joystick: No
Category: Simulation
Publisher: CDS Micro Systems

Price: £5.95 **Club price: £4.45**

A really excellent simulation of the game of Pool using the full sound and colour graphics capabilities of the Spectrum to bring the action and excitement of the real game into your home. Use your skill and judgement, and play like the prpfessionals. 1 or 2 player game and demo mode. The *only* pool game worth considering for your 16 or 48k Spectrum.

Ratings: /10
Graphics: 8
Sound: 8
Colour: 8
Originality: 9
Interest: 10
Order code: POOL

Steve Davis Snooker



Machine: 48k Spectrum
Manufacturer: CDS Microsystems



Price: £7.95 **Club price: £6.75**

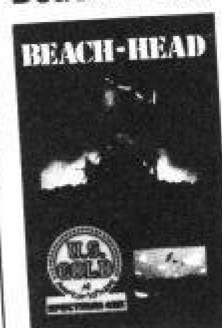
After the incredible success of ... which must in comes "Steve Davis Snooker". Apart from his signature on the cover there are no other signs of intereference by Steve, but that doesn't in any way detract from the game, which is an excellent piece of programming. A feature we liked—though it is cheating a bit—is that you can go back and re-take your last shot! When you've just sunk the black when you were aiming for the yellow that's a useful feature! Ball control is excellent. You have full control over angle, power and spin and the movement is really smooth. With Currah speech connected the referee makes comments like "Ladies & Gentlemen quiet please", or "foul", plus a few others that are totally incomprehensible.
All in all this is an excellent simulation with smooth movement and very controllable ball action.

Ratings: /10
Graphics: 8
Sound: 8
Colour: 7
Originality: 8
Interest: 9
Order code: SDS

ARCADE SIMULATION

Do you yearn to drive a racing car, compete in the Olympics, or prehaps stand, pint in hand, competing against Eric Bristow and scoring "One hundred and Eighty's" time after time? If so, then you should find an Arcade/Simulation that'll fulfil your ambition—if not in reality, then in excitement and fun. Here we give a selection of the best—chosen not only for their accuracy but also for added touches like the way the athlete reacts to success or failure in Daley Thompson's decathlon, or the scurrying around of the ball-boys in Match Point. Features like these demonstrate imagination on the part of the author just as much as programming skills.

Beach Head



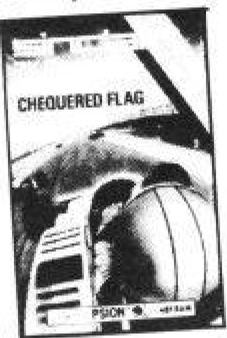
Joystick: Optional and redefineable keys
Category: Arcade Simulation Strategy
Publisher: Access

Price: £7.95 **Club price: £6.45**

Beach Head is a potent combination of arcade action, simulation and strategy, resulting in one of the most exciting *and* most realistic games currently available for the Spectrum. As Admiral of the Fleet, you have to decide between a full frontal assault or whether to try a surprise attack, sending your fleet down a side channel which may be mined. As naval gunman, you face constant harassment from enemy fighters as you try to establish the range of the enemy's ships. Finally, as tank commander, you have to fight your way through the enemy hald beach. If you like action you *must* get this game.

Ratings: /10
Graphics: 10
Sound: 10
Colour: 10
Originality: 10
Interest: 10
Order code: BEASP

Chequered Flag



Machine: 48k
Joystick: None
Category: Simulation
Publisher: Psion/Sinclair



Price: £6.95 **Club price: £5.45**

... Spectrum. Choose from ten tracks including Monaco, Brands Hatch and Silverstone and from three cars, one automatic and 2 with manual gearchange. Instruments include speedo, rev counter and fuel guages. As you drive around the 3D track you can see the nose of your car, the wheels and steering wheel turning, and the road ahead.
Very impressive 3D graphics, if you enjoy 3D simulations, you must add Chequered Flag to your collection.

Ratings: /10
Graphics: 9
Sound: 5
Colour: 6
Originality: 9
Interest: 10
Order code: CHEFL

Combat Lynx



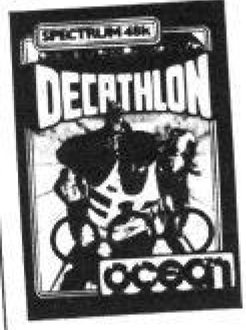
Machine: 48k Spectrum
Joystick: Protek
Category: Arcade/Simulation
Publisher: Durrel Software



Price: £7.95 **Club price: £6.75**

Probably the most comprehensive real-time battle simulation available for your home computer. Combat Lynx can be played simply as an arcade game or more complexly as an arcade simulation. In the air-to-ground battle you are at the controls of a Lynx helicopter. You can select anti-tank, anti-aircraft missiles, machine guns or mines to arm your 'copter with. Your mission is to support your ground forces and to protect your ground bases. The number of bases depends on which of the 4 skill levels you choose.
From the pilot's seat in your Lynx you get a spectacular 3D view of the landscape and enemy troops. Around your view panel there are

Daley Thompson's Decathlon



Machine: 48k
Joystick: Kempston Sinclair
Category: Arcade
Publisher: Ocean



Price: £6.90 **Club price: £5.85**

Competing against the computer you are Daley Thompson, facing ten gruelling events.
On the first day you can choose to compete in the 100 metres, long jump, shot-put, high jump and 400 metres. The second day's events are the 110 metres hurdles, discus, pole-vault, and the 1500 metres.
In the running events you animate Daley by either pressing two keys alternately, or rapidly moving the joystick from side to side. In the hurdles you press the fire button to jump. The throwing events require a little more skill and timing and a little less finger stamina!! In the long jump, after a good run up try to get a take-off angle as near to 45 degrees as possible. In the high jump, judge your take-off and the right time to fall, without knocking off the bar. In the pole-vault get the pole as close to 90 degrees as you can and plant it in the right place. In the javelin and discus work up a really powerful throw and remember to release it on time! There is a comprhensive on screen score board showing world records, qualifying times, etc.
the graphics and animation are good and keyboard play is very responsive. Novel touches, like the officials coming out and measuring long jumps, the crowd cheering, and Daley scratching his head or leaping around, add to the enjoyment of a good game.

Ratings: /10
Graphics: 8
Sound: 7
Colour: 8
Originality: 6
Interest: 9
Order code: DALSP

Dartz



Machine: 48k
Joystick: No
Category: Simulation
Publisher: Automata

Price: £5.00 **Club price: £4.00**

At last—a good simulation of darts for your home computer. Aim carefully at the board but take into account the number of pints you've had tonight, and the crowd

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BERKS.

LOGIC 3

...altitude, temperature, ...fuel, weapon and navigation ...sensation. ...Excellent 3D game featuring ...smooth, realistic graphics. ...recommended.

Originality: 9
Interest: 8
Order code: COMLY

Daley Thompson's Decathlon



Machine: 48k
Joystick: Kempston, Sinclair
Category: Arcade
Publisher: Ocean



BONUS £4.95 PRICE

Price: £6.90 **Club price: £5.85**

Competing against the computer you are Daley Thompson, facing ten gruelling events.
On the first day you can choose to compete in the 100 metres, long jump, shot-put, high jump and 400 metres. The second day's events are the 110 metres hurdles, discus, pole-vault, and the 1500 metres.
In the running events you animate Daley by either pressing two keys alternately, or rapidly moving the joystick from side to side. In the hurdles you press the fire button to jump. The throwing events require a little more skill and timing and a little less finger stamina!! In the long jump, after a good run up try to get a take-off angle as near to 45 degrees as possible. In the high jump, judge your take-off and the right time to fall, without knocking off the bar. In the pole-vault get the pole as close to 90 degrees as you can and plant it in the right place. In the javelin and discus work up a really powerful throw and remember to release it on time! There is a comprhensive on screen score board showing world records, qualifying times, etc. the graphics and animation are good and keyboard play is very responsive. Novel touches, like the officials coming out and measuring long jumps, the crowd cheering, and Daley scratching his head or leaping around, add to the enjoyment of a good game.

Ratings: /10
Graphics: 8
Sound: 7
Colour: 8
Originality: 6
Interest: 9
Order code: DALSP



BONUS £5.95 PRICE

...price: £6.75

...prehensive ...tion available ...ter. Combat ...mply as an ...complexly as ...in the air-to-... at the ...elicopter. You ...anti-aircraft ...ns or mines to ...th. Your ...t your ground ...ct your ground ...of bases ...of the 4 skill ...eat in your Lynx ...lar 3D view of ...enemy troops. ...panel there are ...nstruments

Dartz



Machine: 48k
Joystick: No
Category: Simulation
Publisher: Automata

Price: £5.00 **Club price: £4.00**

At last—a good simulation of darts for your home computer. Aim carefully at the board but take into account the number of pints you've had tonight, and the crowd

LOGIC 3

...defeat them. This is a ...l new adventure from ...nd the elaborate ...ons of the many locations ...llent once again. From ...ic encounters with ..., through the bustle of a ...Market town to the Middle ...nd beyond to the future, ...ne is a must for history ...nd frustrated time-travellers

Order code: LOTSP

Pimania

Machine: 48k
Joystick: No
Category: Adventure
Publisher: Automata

BONUS £4.95 PRICE

Price: £10.00 **Club price: £7.50**

...cult adventure from Automata ...that will keep you busy for ...months? No, probably years. Featuring the Pi-Man and some very high quality, amusing graphics too (also a free hit single and a chance to win £6,000).

Ratings: /10
Graphics: 7
Sound: 4
Colour: 4
Originality: 8
Interest: 6
Order code: PIMAN

Sherlock

Machine: 48k
Joystick: n/a
Category: Adventure
Publisher: Melbourne House

Price: £14.95 **Club price: £12.95**

Not at all elementary, my Dear Watson!
You play the character of Holmes, while other characters behave according to their own personality. The game uses a technique called 'Inglish' which allows you, Holmes, to talk to the other characters to obtain information and crack the case! Throughout the game, time is displayed by a clock on the screen and the detail is unbelievable; for instance you can travel from Baker Street in a taxi to your destination but you must call the taxi, tell him your direction of travel and then pay him! The large vocabulary allows many different commands to be given, but you must remember to leave time for Holmes to sleep! The game shows both text and graphical representation on the screen and can last for up to a month by saving it after each session. Superb entertainment, brilliantly absorbing!

Ratings: /10
Graphics: 7
Sound: n/a
Colour: 8
Originality: 10
Interest: 10
Order code: SHERL

Manic Miner

Machine: 48k
Joystick: Kempston, AGF, Protek, Interface II
Category: Arcade/Adventure
Publisher: Software Projects

Price: £5.95 **Club price: £4.55**

Willy the Miner has fallen down a disused mine shaft. He works his way through the various levels collecting keys and searching for secret treasure. Manic Miner is a classic arcade game for the Spectrum—There are 20 caverns to penetrate, each requiring its own bit of ingenuity to ensure success. A classic game that sets the standard others will be judged by.

Ratings: /10
Graphics: 8
Sound: 7
Colour: 9
Originality: 9
Interest: 9
Order code: MANSP

...£4.55 ...ual to ...gone ...Willy ...as he ...and ...his ...him ...e beach, ...graphics ...ake this ...pectrum.

...de: JETSE



Machine: 48k
Joystick: No
Category: Arcade/Adventure
Publisher: Phoenix Software

BONUS £3.45 PRICE

Club price: £5.60

...ue for money ...mes for the price ...e is arcade style, ...re. ...o defeat your ...travelling the ...ed as magicians, ...ir which they travel ...et up on earth. ...been hypnotising ...arthlings, who are ...unko-booths' where ...d of their souls. The ...power lies in a pack ...ards, which you must ..., first in the arcade ...the adventure. ...an play the adventure, ...reach at least level 4 ...e game. From here on, ...on of each level further ...e in the adventure are ...hose of you whose ...dventure playing skill is ...p to scratch there is a ...ic-Packet', which ...seful clues to help your ... Good value.

Originality: 8
Interest: 7
Order code: JOKWI

...: £8.45

...g with ...you ...zones, ...will

Mugsy

Machine: 48k
Joystick: No
Category: Strategy
Publisher: Melbourne House

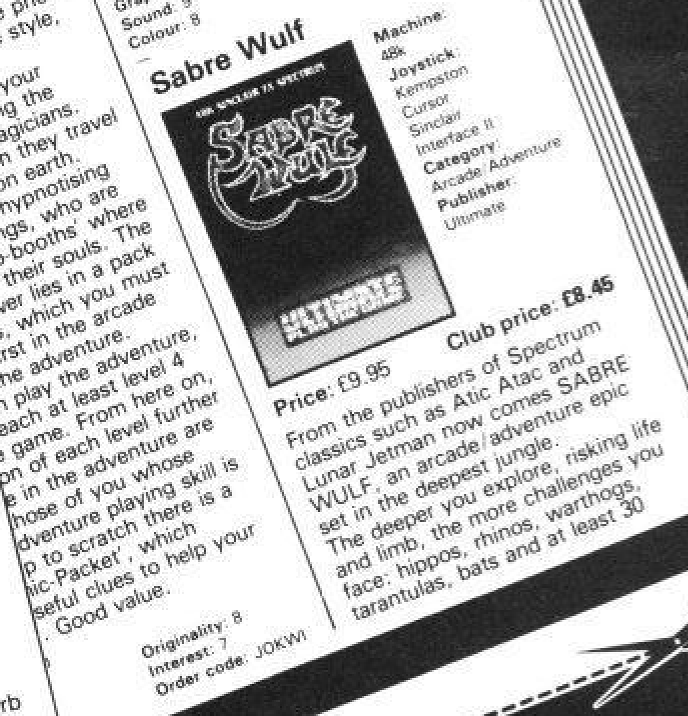
BONUS £4.95 PRICE

Price: £6.95 **Club price: £5.55**

From the publishers of the top selling adventure—The Hobbit—comes their newest release, MUGSY. The game can best be described as a comic strip featuring animated characters. As Mugsy, you must organise your gang and their dealings—such as protection rackets and the purchase of weapons and ammunition, and most important of all make sure that your gang stays on top.
Muscle in on the action!

Ratings: /10
Graphics: 9
Sound: 9
Colour: 8
Originality: 10
Interest: 9
Order code: MUGSY

Sabre Wulf



Machine: 48k
Joystick: Kempston, Cursor, Sinclair, Interface II
Category: Arcade/Adventure
Publisher: Ultimate

Price: £9.95 **Club price: £8.45**

From the publishers of Spectrum classics such as Atic Atac and Lunar Jetman now comes SABRE WULF, an arcade/adventure epic set in the deepest jungle. The deeper you explore, risking life and limb, the more challenges you face: hippos, rhinos, warthogs, tarantulas, bats and at least 30

Yes, please rush me a copy of your Software Club catalogue

I have a ☐ ZX Spectrum ☐ Commodore 64 (tick box)

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Address..

....

BUMPER 20 PAGE ISSU[E]
CHRISTMAS COMPETITIO[N]

LOGIC 3

Spectrum Club

BRITAIN'S No.1 SOFTWARE CLUB

WINTER ISSUE 1984/85

WIN A MICRODRIVE

Christmas Competition

1st prize: ZX Microdrive & ZX Interface 1 (worth over £70)

2nd prize: Currah µSpeech Synthesizer (worth £29.90)

10 runner up prizes of free games software (each worth over £10)

To Celebrate the Christmas season Logic 3 are running a grand Christmas Competition with a ZX Microdrive and Currah µSpeech Synthesizer as first and second prizes.

The ZX Microdrive, complete with Interface 1, is undoubtably the ultimate Spectrum add-on allowing programs and data to be quickly saved and recalled. The Currch µSpeech is both powerful, featuring an infinite vocabulary, and easy to use.

To enter the competition carefully read the reviews in this catalogue then answer the questions in the Quiz and mail your answers to Logic 3. All entries received before 31st January will be eligible for the competition. Prizes will be awarded to the first 12 correct entries drawn.

Here's your chance to win these desirable Spectrum add-ons, but don't leave it too late, make sure, your entry reaches Logic 3 before the closing date!



CLUB SUCCESS

The Logic 3 Spectrum Club was launched in July, 1984 and has been an outstanding success. Already more than half-way to its target of 10,000 members in twelve months, the continuous growth of the club has kept Logic 3's staff working seven days a week just to keep up with demand.

Tony Toller, Logic 3's managing director and coordinator of the Club, explains its success as follows: "With other clubs once a person has joined there is no more reason for the club to try to support its members who each month *have* to purchase a certain number of products from a short list. Our Club is different. Members have no obligation to purchase *any* products from the club so the pressure is on us to choose only the best quality products and offer the best possible prices. We also take a lot of pride in publishing independent reviews on all the products we carry and if we do not like something about a product we are not afraid so say so."

Tony Toller's policy of offering Club members a real service rather than just running "yet another mail order business" is winning new members all the time. But size by itself is not the main objective "as we grow so we will be able to improve our service to members still further and perhaps, one day, develop the club catalogue into a proper magazine." With the Christmas edition of the catalogue already running at a bumber 20 pages containing reviews of more than 180 products that day [may c]ome quite soon!

INSIDE

★ **EDUCATION**
A selection of the most effective educational prog[rams] available. Designed for children fro[m the] age of 4 to 16.

★ **GAMES**
The best games for the Spectrum selected by o[ur] review panel and rated according to: graphics, colour, originality and ...

★ **PROGRAMMIN[G]**
The 'Learn BASIC' tuto[rials] really show you how ... structured programs i[n easy to] understand stages.

★ **UTILITIES**
Design your own ga[mes]

★ **HARDWARE**
Some good deals in ... and peripherals.

LOGIC 3' SOFTWA[RE] PANEL

Neil Atkinson, pupil ... Borlase School, spe[nds] weekends in a shop ... computer software ... work as a journalis[t]

Andrew Goltz, dir... spent 6 years with ... UK and Internatio[nal] instigated Comm... 'Approved Produ[cts]' third party softw[are]

Bliss Healey, gr... School of Econ... translated busi[ness] French, curren[tly] design of grap[hics] software.

Tony Toller, d... former journa[list] business app... and co-ordina[tor] software clu[b]

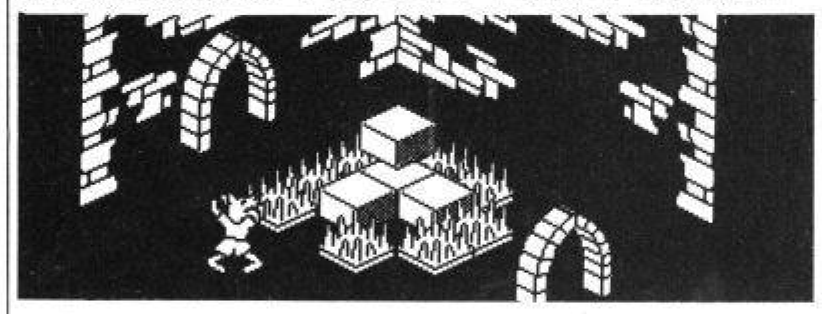


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WARP 1
ULTRON
WONGO...bounce along the great wall of China to diffuse sizzling bombs - avoiding arrows and gremlins.
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WARP 1...strategical space adventure.
Space... the final frontier...
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ULTRON...Super fast 'zap-em' game, swarms of invading enemies to blast out of the sky before reaching the mother ship.
BBC...£7.95 ELECTRON £7.95
Merry Xmas
SANTA
MERRY XMAS
SANTA
Hi-res full colour arcade action as Santa delivers presents on Xmas Eve...avoid hostile snow men flying snowballs, slippery roofs, icicles etc. whilst devouring as much cake, pudding, and sherry as possible on the way - but be careful Santa doesn't get tipsy who knows what might happen SPECTRUM £5.95
ELECTRON £7.95
BBC...£7.95
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NEXT MONTH

PCG February issue is out January 17th. Only 75p!

KNIGHT LORE - THE MAP



***Sabre Wulf*, *Underwurlde* and now *Knight Lore* – PCG's maps of Ultimate games are becoming quite a tradition! Our *Knight Lore* map will allow you to concentrate on getting through that castle as efficiently as possible from any of the different starting positions.**

After all, if you're to have any hope of solving the game you can't afford to waste time getting lost.

BOULDER DASH – THE METHOD

In this issue we named *Boulder Dash* on the Commodore 64 as our favourite game of 1984. (It's also available in a slightly less playable form on the Spectrum.) Next month we'll be giving a detailed series of playing tips on the game – including tested techniques for cracking the more difficult screens.

Also, look out for a great competition to track down Britain's best *Boulder Dash* players.

World's greatest cheapo games

1984 saw the arrival of low price micro games in their thousands. Half a dozen companies are currently slugging it out in the under £3 range. Much of what they offer is mediocre and some is appalling, but hidden amongst the dross, a few titles stand out as cracking bargains.

Which are they? Next month we reveal the bargain basement beauties.

AMAZING NEW TITLES

Already our list of reviews for February looks very special. There's a Spectrum athletics simulation which has had our reviewers engrossed for hours but doesn't involve joystick waggling! There's an American multi-stage, all-action, modern-day adventure on the '64 with astounding animation. And there's a smash hit on the Oric based on a department store.

We will also review:

Backpackers Guide to the Universe – can it live up to its billing?

Staff of Karnath – can Ultimate transfer their magic touch to the '64?

Spy v Spy – a breakthrough in two-player action?

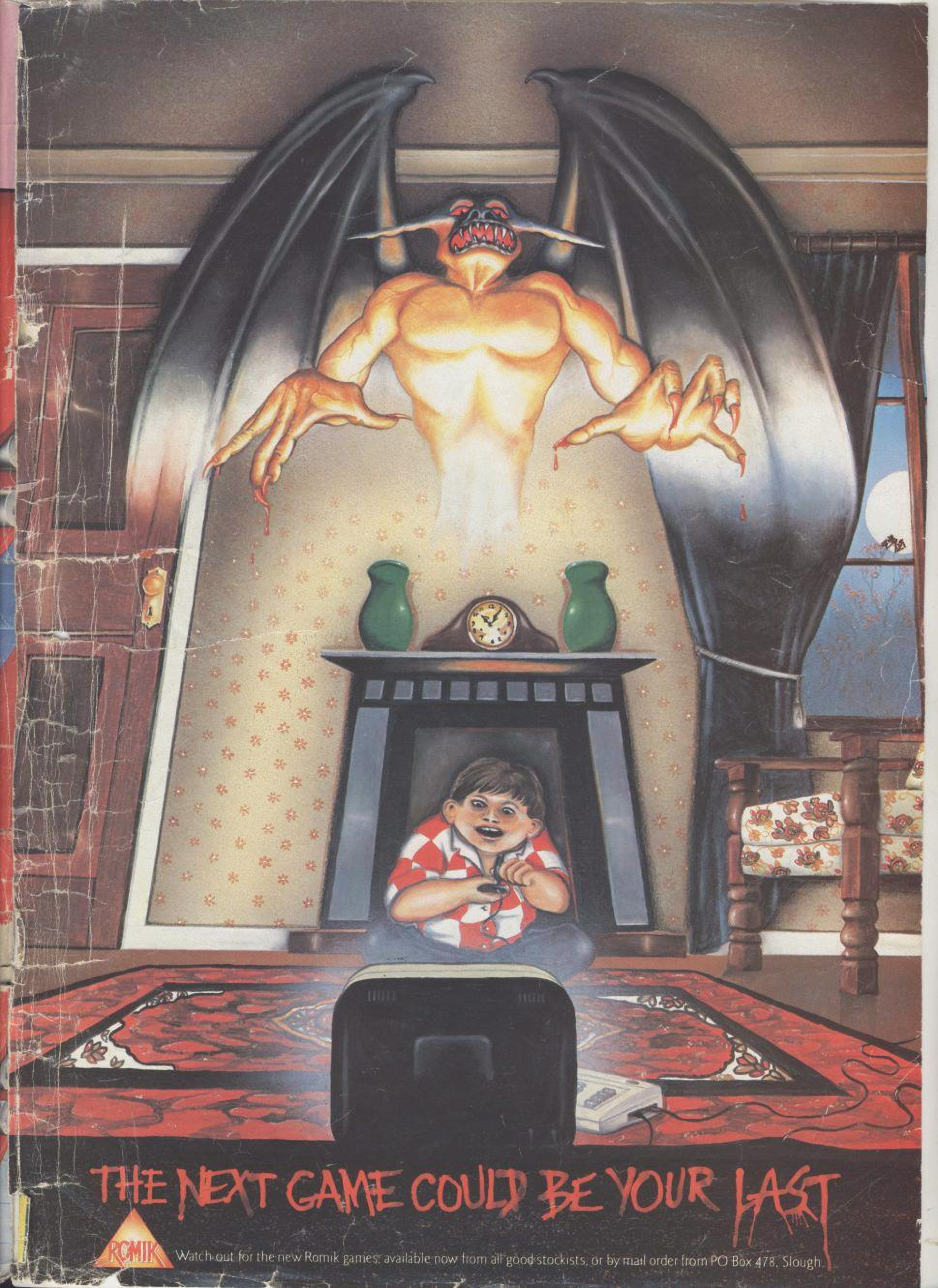
All the answers next month from the magazine which names the top micro games.

PLUS

- More tips on *Elite* from star-struck Beeb players
- A great Vic 20 chariot race in the Challenge Chamber
- The best competitions, gossip, news and playing tips anywhere

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